

Ultra 64: U.S. Games!

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GAMEPRO

THE #1 VIDEO GAME MAGAZINE

Ultimate **Mortal Kombat**

Meet the Kombat Artist!

15-Page Arcade ProStrategy Guide

Tekken 2

Special Moves & Hidden Characters

ProReviews!

- Virtua Fighter 2 (Saturn)
- NFL GameDay (PlayStation)
- Breath of Fire 2 (SNES)
- Toy Story (Genesis)
- World Series Baseball (Saturn)

Previews!

- Snatcher Returns
- Sega Rally Championship
- Battle Arena Toshinden Remix

Hot Strategies

- Mortal Kombat 3 Kodes!
- Chrono Trigger Endings!

An IDG Communications Publication

January 1996

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Top 25 PC Games!

- Heretic II
- Descent
- Ultimate Doom

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NFL Super
Sweepstakes!
(See Inside)

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Loaded!

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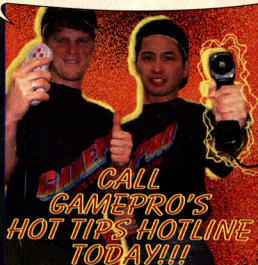
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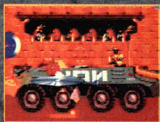
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Sega's top Saturn game designers share their secrets.



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Fighter's Edge Special ProStrategy Guide (Arcade)



The Fighter's Edge presents special moves and ten-hit combos for each fighter in Tekken 2. Also, learn to play as the hidden characters!

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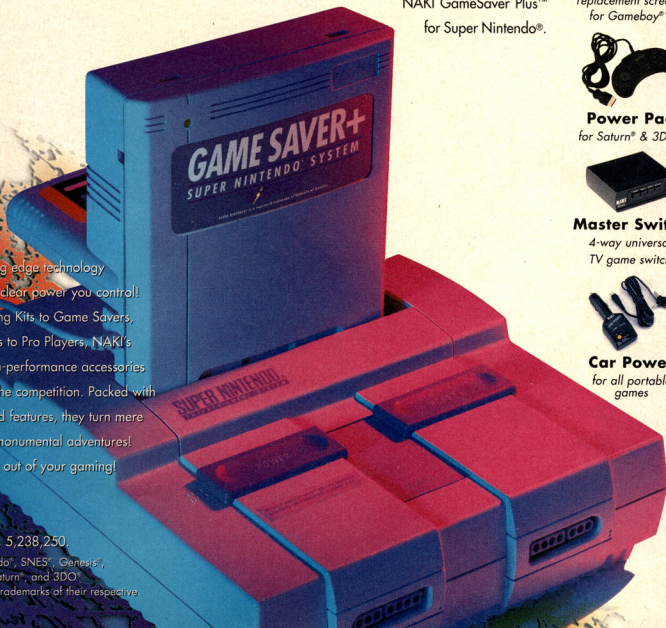
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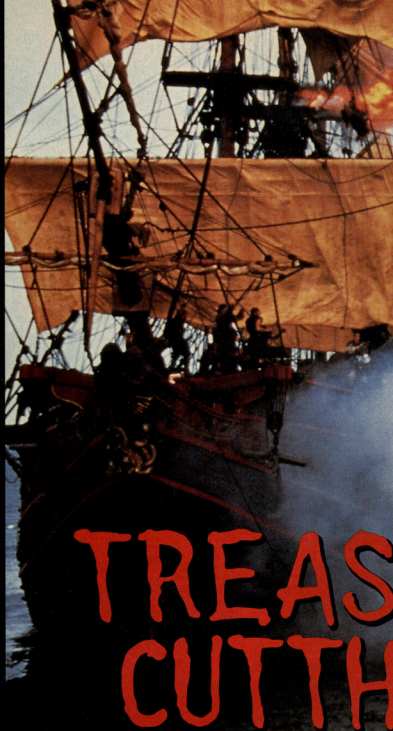
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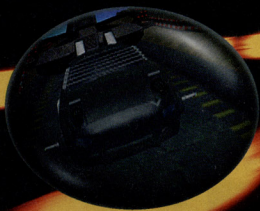
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So Many Games, So Little Space

So many systems, so many games...and so little space. That's a video game magazine's endless dilemma, as identified by reader Kevin Flint.

Fact: There are always more games to preview and review each month than magazines can fit into their pages. Fact: Many games are of no interest to many readers. Dilemma: Should *GamePro* try to preview and review every single new game that's made for every single system? Or should we devote our precious pages to a smaller number of games with larger mass appeal? In other words, goodbye Barney's Hide and Seek Game ProReview, and hello extra Killer Instinct coverage.

It's not an easy problem to solve because we know in advance we can't please everyone. If you own a CD-i, and Philips finally releases a new game for that troubled system, you want to know all about it and whether other titles are coming soon. You've been waiting a long time for some attention, so you're entitled. Conversely, if you're a Mortal Maniac, you couldn't care less about the CD-i, the Neo•Geo CD, the Jaguar CD, or any of the other lesser-known systems or games. All you want is MK, MK, and more MK. *MKPro* magazine sounds pretty good to you.

So far *GamePro* has tried to cover all the titles – good or bad – for all the video game systems. We were still reviewing NES and Lynx titles, remember, when those dying systems were in life support, and we've started covering Neo•Geo CD games even though relatively few people own this new unit. To us, the video gaming universe is a vast space sparkling with a wide variety of stars, big and small: Our job is to show you as many of those stars as we can so that you can go anywhere you want, not to just a few of the most popular destinations. Until enough of you tell us otherwise, we still intend to preview and review as many games for all systems as possible. It's a big universe out there, and somebody's gotta be the map.

The GamePros
the-mail.gamepro@iftw.com
San Mateo, CA



“Wasted Space?”

Wasted Space?

Why do you use space in your magazine for previews of Neo•Geo and Neo•Geo CD games? Who actually owns either of these systems? You could use that space to preview games for the systems that people actually have, such as the Genesis, SNES, Saturn, and PlayStation.

Kevin Flint
Salem, NY

Toxic Tommy replies:

Good question, but we think we have a good answer: Read our adjacent editorial for an explanation of our coverage.

Company Wars

I am very outraged that the Saturn will not have Mortal Kombat 3 like all the other systems until much later. With all the money that Sega has, why didn't it purchase the rights to the game for its new system? If it is coming out for the Genesis, why not the Saturn?

Jared DeLuca
Alpharetta, GA

Quick-Draw McGraw replies:

We posed Jared's question to Sega spokesperson Terry Tang. Brace yourselves, Sony: “Sony paid \$12 million for a six-month exclusive; in the meantime Williams will be working on a Saturn version that will include all of the features found in the ‘extreme’ version of MK 3, plus other ‘special features.’ The Saturn

version will be worth waiting for. Sony paid ridiculous amounts for exclusives, but eventually all the best games will be on the Saturn, and the PlayStation will never have any version of Virtua Fighter, Virtua Cop, or any of our other arcade blockbusters.”

Why can't video game companies just get along? If companies like Sega and Nintendo teamed up to make a version of Sonic for the SNES or Donkey Kong Country for the Genesis, both companies would probably make a huge profit. If team-ups like this were to happen, the video game industry would always be around, and so would the 16-bit systems.

Austin Vedder
Internet

Andromeda replies:

Maybe that could happen in a perfect world, but not in this one. It's like Pepsi and Coca-Cola teaming up to make a single soft drink – it won't happen because neither company wants to help the other; they would rather drive them out of business. Fierce rivals like Sega and Nintendo are too competitive to ever team up for what could be some fascinating games.



Sonic sequels from Nintendo? Not very likely.



GamePro Readers Speak Out!

Cart Queries

In your September 1995 issue you have a ProStrategy Guide on Primal Rage. Under Chaos, you show the Golden Shower finishing move. We tried this move for over an hour, and every time, we would get the music that means you did the finishing move correctly. But Chaos just beat his chest and a circle with a slash through it appeared. Doesn't the move work?

Michael Pirone & Dave Cilia
Internet

Captain Squideo replies:

The move does work on the SNES – the fact that you hear the correct music proves that you've done it right. Unfortunately, you can't see the preferred screen anymore. A Time Warner Interactive spokesperson told us that Nintendo took it out of the SNES game at the last minute and replaced it

with the screen you now see. The move is there – it's the screen that's different. You have to play the Genesis game to see the complete graphics.



This shower action isn't in the SNES version of Primal Rage.

Nintendo tells us that the Ultra 64 will cost less than the other next-generation systems, but how come they never discuss the prices of the games? Could it be that they'll cost a lot more than the CDs for the Saturn and PlayStation?

J.K. Pace
Tempe, AZ

Bruce Buzz replies:

That's a fair question, and nobody knows the answer yet. A

Nintendo spokesperson assures us that prices of the games will be "competitive." Still, you have to wonder how expensive they'll be because Nintendo's been hinting at some games with huge memory, and typically games with extra megas and special chips cost more (remember Virtua Racing for the Genesis for \$100?).

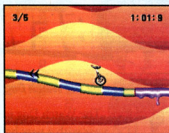
I enjoyed and still have Sonic the Hedgehog for my Genesis. I would like to know what you rated it when it came out.

"Frosh2"
Internet

Doctor Devon replies:

Sonic was on the cover of our June '91 issue and scored these ratings inside (back then the Control category was called Gameplay):

Graphics	Sound	Gameplay	FunFactor	Challenge
				
5.0	4.5	5.0	5.0	5.0



Racin' to the end of Uniracers.

My friend and I have recently beaten Uniracers for the SNES, and we were wondering what one of the ending screens means. It's the one that says "Who Dunnit" and shows a picture of unicycles with human heads on them where the seats would be.

Greg Merchlinsky
Internet

Air Hendrix replies:

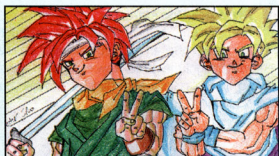
According to a Nintendo spokesperson, those heads belong to the programmers at DMA Design, the software company that created the game.



Pick of the Month



Arlington Beethoven Cruz, Haverstraw, NY



Peter Cho, Newton, MA

PRIZE

This month's winning artist will receive a **GAMEPRO** T-shirt!



Whaddaya Think?

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the-mail.gamepro@ifitw.com

BUYERS BEWARE



By The Watch Dog

The Watch Dog is in the house, ringing in the new year with a new batch of complaints about Batman Forever and Mortal Kombat 3. Father Time never had it so ruff!

Q: What's with the utility belt in Batman Forever for the SNES? Many belt weapons and their names don't match those in the manual, and most of the belt weapons in the game don't function with their assigned buttons (for instance, the Batarang for each character). When I press Down, Forward, and Button B, Robin shoots something at the ground, but this combination of buttons isn't found in the manual. Why?

Kevin Kuntz, Las Vegas, NV



Holy foul-ups!

A: A representative from Acclaim's Consumer Service Department states: There were a few misprints in the manual. For the Batarang, press Down, Forward, and Button A.

A: The Watch Dog states: Shame on you, Acclaim! If there were misprints, you should offer an updated manual at no charge to consumers who bought the game. Now every time someone needs the correct button assignments, they have to call your expensive consumer line!

Q: I bought Mortal Kombat 3 for my Genesis and tried the Ultimate Kombat Kode from your August issue, but it was too long to fit in the code box. The code is ten spaces long, but the Genesis code box has only six spaces. What gives?

Scott Hewitt, Livermore, CA

A: Major Mike answers: The Ultimate Kombat Kode you reference ("The Fighter's Edge," August '95) was strictly for the arcade version. We ran another Ultimate Kombat Kode for the PlayStation ("SWATPro," December '95), but we haven't yet published an Ultimate Kombat Kode for the Genesis or SNES. In this issue's "SWATPro," we run other codes that achieve the same effects on the SNES as the Ultimate Kombat Kode. Look for similar Genesis codes next month.



Atom and Eve

Q: With regard to the Saturn, what's the difference between X-Men: Children of the Atom by Acclaim and X-Men: Children of the Atom by Capcom?

Karash Kashanian, Queens, NY

A: The Watch Dog replies: Only the publisher of the game. Capcom is the developer of Children of the Atom, but Acclaim will distribute the home versions for the Saturn and PlayStation. The same applies for Street Fighter: The Movie. The original arcade version was made by Capcom, but the home versions were distributed by Acclaim.

Q: When I set the options to "All" in Mortal Kombat 3 for the PlayStation, the game freezes as Shang Tsung morphs. What's going on? Is my copy bugged out? Should I return it?

Brian Skieff, Long Beach, CA



The Tsung never rises.

A: The Watch Dog responds: If you return it, you'll find that your next copy does the exact same thing. A programming error causes the game to freeze for about five seconds when Shang Tsung first morphs, and for another four seconds when you morph back into Shang Tsung. If your game freezes permanently (locks up so you can't play at all after the wait), you should return your copy.

A: t GamePro, listening is what we do best. When you have a problem with a product or feel you've been ripped off, we want to know. If you have a complaint about a product, write to:

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P.O. Box 5828
San Mateo, CA 94402

E-mail us your product complaints through America Online
or at this Internet address:
buyers_beware.gamepro@iftw.com

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PRO NEWS

January 1996

Ultra 64 Debuts in Japan



The Ultra 64 made its first public appearance in Japan this November.

At the winter Shoshinkai show in Japan, **Nintendo** displayed the **Ultra 64**, the system's never-before-seen three-handed controller, and about 10 games, including many third-party titles. Particularly noticeable among the Ultra 64's many intriguing physical details is an external I/O port on the bottom of the console, which is presumably for an external memory device. Check out our complete Shoshinkai report in the next issue for more info on the most eagerly awaited hardware of the year.

As for Ultra 64 games, Nintendo has *Cruis'n USA* and *Killer Instinct* coming down the pike. In addition, several important third-party companies have signed on as part of Nintendo's "Dream Team" to make exclusive games for the new system, including Acclaim (Turk: *The Dinosaur Hunter*), Williams (*Doom*, *Open Ice*), Sierra On-Line (*Red Baron*), GameTek (*Robotech*), Mindscape (*Monster Dunk*), and Spectrum HoloByte (*Top Gun*).

The Force will also be with Ultra 64 owners because LucasArts is coming to Nintendo's party in a big way. Nintendo and LucasArts are collaborating on *Shadows of the Empire*, a never-before-told addition to the classic *Star Wars* saga. The game will appear sometime in mid 1996 exclusively for the Ultra 64.

Shadows of the Empire is set between the film plots of *Return of the Jedi* and *The Empire Strikes Back*. While the story is new, many of the characters will be familiar; gamers will confront such infamous nemeses as Boba Fett, Jabba the Hutt, Darth Vader, Imperial Walkers, and the Emperor, in addition to a dominant new enemy. As usual for *Star Wars*-based games, flying vehicles, including snowspeeders, will figure prominently in the action. This time, however, gamers will have complete freedom of movement as they fly using new 3D techniques.

Matsushita Grabs M2

3DO's M2 graphics-processing technology will appear in a new CD-based game system in 1996. For a cool \$100 mill, **Matsushita Electric Industrial (MEI)** of Japan purchased the high-speed, high-performance technology from 3DO for exclusive use in its future products.

MEI plans to apply the M2 architecture to a new 64-bit system that it hopes to launch in the second half of 1996, as well as an M2 64-bit upgrade to its Panasonic 3DO hardware. Other potential uses include MEI arcade games, software, the networking of multimedia products, and other consumer electronics. With the backing of an entertainment giant like MEI (better known for its labels like Panasonic, Quasar, and Technics), the 3DO system's standing on much firmer ground as it faces off against Sony, Sega, and Nintendo in the coming months.

Game Industry Rebounds

As the four head honchos of video game hardware — Sega, Sony, Nintendo, and 3DO — wrestle for the top next-gen spot (see "ProNews," December '95), members of the third-party video game community are showing strong signs of recovery from the recent industry downturn. At the front of the pack, **Acclaim's** business is booming with an impressive series of revenue gains, acquisitions, and alliances.

In its latest fiscal year, Acclaim posted revenues of \$585 million, up from \$481 million the previous year. Looking to the future, the company recently hooked up with **Warner Brothers** to jointly develop games based on upcoming Warner Brothers movies. Although a Warner Brothers spokesperson said that the two companies hadn't determined which films the games will be based on, the alliance calls for three movie-based games for the next-gen systems, PC, and arcade that utilize the sets, props, and costumes from the movies.

This Just In . . .

Neo-Geo CD Delayed

The newest entry into the next-generation hoopla, the **Neo-Geo CD**, failed to land on store shelves this October as **SNK** had planned (see "ProNews," September '95). "Plans for the Neo-Geo CD are still yet to be determined," said a spokesperson for SNK. No specific reason was given for the delay.

SNK had originally planned to launch the new hardware for \$399 with one controller and an unnamed pack-in game, as well as a 70-title game library. We'll keep you posted as further developments arise.



The Neo-Geo CD is arriving late for its battle with the PlayStation and Saturn.

In the video game arena, Acclaim nailed down the rights to publish **Taito's** Japanese games in the Western Hemisphere. First out of the gate will be *Galactic Attack* for the Saturn and *Jupiter Strike* for the PlayStation, both due in December. Acclaim also acquired two prominent game developers, **Probe** and **Sculptured Software**, which are known for their work on titles like *MK 3*, *Primal Rage*, *FIFA Soccer*, and the *Star Wars* games.

Other top software companies have been posting strong figures as well. **Electronic Arts** reported revenues of \$93.7 million for its latest fiscal quarter, up from \$88.8 million the previous year. **Williams** announced that more than 250,000 copies of *MK 3* for the SNES and Genesis flew off store shelves in the first weekend they were available, positioning those carts as some of the top-selling games of the year. Even smaller companies like **Activision** and **Galoob Toys** (makers of the *Game Genie*) reported revenue gains in their latest fiscal quarters.

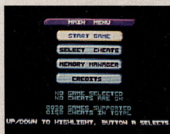
As promising as these developments look for the video game industry, they're not sure signs of recovery from the past year's sales slump. Consolidation trends like Acclaim's recent deals show that smaller companies need the support of the larger, more prosperous firms to stay afloat. In recent years when 16-bit systems reigned supreme, development houses and smaller companies such as Sunsoft, Kaneko, American Technos, and Takara were able to thrive, but in 1995, these and many other third-party companies canceled their video game plans. Hopefully, figures from the Christmas sales season and the Ultra 64's spring arrival will solidify the industry's rebound from tough times, though the record may show that fewer independent companies survived the transition to next-gen gaming.

32-Bit Game Busters

Datel, makers of the *Pro Action Replay*, has joined forces with **InterAct Accessories**, formerly **STD Entertainment**, to develop the *Game Shark*, a game enhancer for the Saturn and PlayStation that's based on Datel's *Pro Action Replay*. Scheduled for release in January with a \$59.95 price tag, the *Shark* will offer *Game Genie*-like codes for the two new platforms, as well as extra backup RAM memory for saving games. The *Game Shark* will replace the *Pro Action Replay* for the Saturn, which is currently available in the U.S. only on a mail-order basis (see "GamePro Labs"). **InterAct** plans to add more features to the *Game Shark* and distribute it through toy stores nationwide.

Hot News from GamePro Online

America Online users can now get updates on all the happenin' video game news from **GamePro Online**. Use the keyword "GAMEPRO" to access **GamePro Online**, then head straight to the **Hot News** section to keep up with the latest word on the latest games.



The *Game Shark* will help you sink your teeth into Saturn and PlayStation games.

InterAct also plans to release the *Game Shark* for the *Ultra 64* when that system becomes available in the spring.

Saturn Extends Its Orbit

According to a story in the *San Jose Mercury News*, **Sega's** planning to take the Saturn into cyberspace by developing the "Internet Saturn," a connection device that will link the 32-bit machine to the Internet. Presumably the device would be some kind of keyboard/modem that would connect gamers who already own a Saturn with online services and would display text and commands on a TV.

Sega's hoping to have the unit ready for sale in the U.S. by summer 1996 for about \$100. A Japanese version is already in development and is targeted for a spring '96 release with a price of approximately \$200. **G**

BLOCKBUSTER VIDEO

January

HOT SHEET

Super Nes

1. Donkey Kong Country 2
2. Killer Instinct
3. Mortal Kombat 3
4. Toy Story
5. NBA Live '96
6. Revolution X
7. Madden NFL '96
8. Mega Man X3
9. Yoshi's Island
10. NFL Quarterback Club '96

Genesis

1. NBA Live '96
2. Prime Time NFL Football
3. Madden NFL '96
4. Toy Story
5. Mortal Kombat 3
6. Earthworm Jim 2
7. Revolution X
8. WWF Wrestlemania
9. NFL Quarterback Club '96
10. Vectorman

Quick Hits

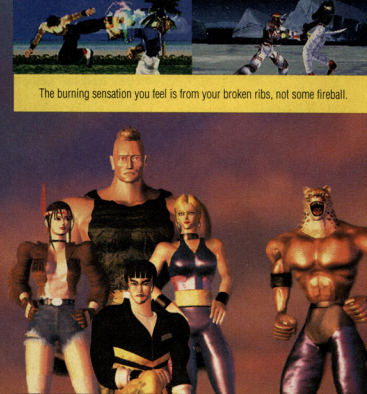
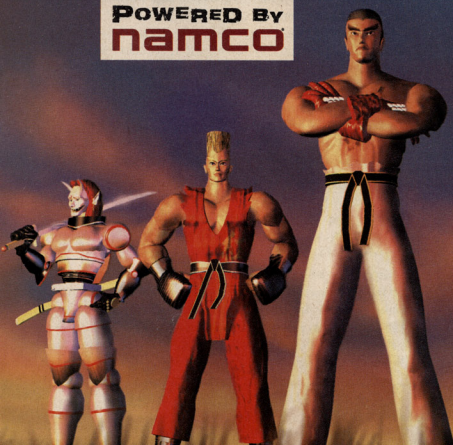
- Gamers are happily getting Bugged, according to **Sega Bug!**. **Sega's** new Saturn game, has turned the cheeky insect into such a popular character that discussions are under way for an animated TV series. With 150,000 copies out the door, the game ranks behind *Daytona* as the Saturn's second most popular game, according to **Sega**.
- In other **Sega** news, the video game giant has just allied itself with **DreamWorks** and **MCA** with the goal of opening several new location-based entertainment centers late in 1996. The centers will feature high-tech attractions, arcades, and simulators. **DreamWorks** is the production company formed by **Steven Spielberg** and other entertainment innovators, while **MCA** is a long-time Hollywood heavyweight.
- **Interplay** has just released a nifty stocking stuffer for 3DO owners. Called the **Interplay 3DO Buffet Pack**, the disc contains playable samples of **Interplay's** latest 3DO titles, including *Casper*, *Out of This World*, and *Alone in the Dark 2*. If you're interested, check your local toy or software stores.
- **Haste Makes Waste**, Chapter 147: Virtually every video game system in history, from the *NES* to the 3DO to the Saturn, has seen its debut price quickly fall. The latest system to have its price cut is the *Virtual Boy*, which dropped in October to \$159.95 after debuting in August at \$179.95.
- **Nintendo** did achieve a positive milestone this fall, however. Just before Halloween the company installed its 1000th **Starlight Nintendo Fun Center** in a U.S. hospital. For more than three years, **Nintendo** has worked with the **Starlight Foundation** and **Wal-Mart** to bring these mobile entertainment/video game units to the bedsides of young patients.

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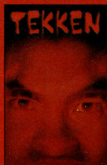
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60 frames per second. The one with four points



of view, whether you're kicking someone's butt or getting yours kicked. The

one with some of the most impressive environments you've ever seen, in arcades or out. The one that's so tough,

it even knocks out the arcade version. Tekken™.

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GAMEPRO ONLINE

The Best of GamePro Online

A recap of recent highlights on GamePro Online, plus a look at what's new on the Net.

By The Net Nut

Right now, GamePro Online is speeding along on America Online 24 hours a day. If you're not yet connected, here's a sample of what you've been missing.

Message Boards

Subj: Mario RPG

From: Mog Nothin

Square Soft's making it! It's got the 15 mHz SA-1 chip to power it! It's rendered! It'll be awesome!

Subj: RE: Mario RPG

From: KSmith5436

The graphics look awesome, the sound is said to be outstanding, but is Mario the right character for an RPG? Maybe a new character should be the star.

Subj: RE: RE: Mario RPG

From: Vonbear1

Mario is a success, no matter what. An RPG will only add to


the past success. This game is successful overseas, so I'm guessing it will do extremely well here.

Subj: How to Get Sega Channel
From: TSCob

For the people asking how to get the Sega Channel, call your local cable company or the Sega Channel at 800/896-7342.

Subj: Primal Rage

From: EnosLives1

Write me if you want all the moves for Primal Rage for the Genesis or the PC. I will be glad to send them to you. 



Glossary of Online Terms

Spam — A form of luncheon meat. This term also refers to the sending of duplicate and/or undesirable data to a person's chat-room screen or their e-mail box. Spamming's a form of harassment and is not looked upon kindly. Spamming can result in expulsion from AOL.

Online activity intensified the week after October 13, the date Williams released the home versions of MK 3. Thousands of AOL subscribers immediately downloaded screens, tips, and top-secret cheats from the GamePro Online File Vault.

Conference Calls

One of the most exciting experiences AOL subscribers can have is a direct discussion with an industry insider. In one recent conference, Williams/Bally/Midway exec Roger Sharpe discussed his company's hottest games.

Some highlights:

- Open Ice features big heads, huge heads, fat heads, and tiny heads for players and goaltenders.
- Adam Bomb is in WWF Wrestlemania.
- Scorpion and Kitana are in Ultimate MK 3.
- Multiple views of fatalities are a possibility for a future MK game.



In an exclusive GamePro Online conference, Roger Sharpe revealed some of the secrets of NHL/NHLPA Open Ice: 2 on 2 Challenge.

NetPro

What's on the Web? Tons! One way to keep up with the latest computer games is by accessing Pacific HiTech's Web site (<http://www.pht.com/>). Pacific HiTech houses the largest and most popular games archive on the Net, storing hundreds of playable samples that you can instantly download. GameHead is an offshoot CD you can subscribe to, which brings the games right to your computer on a regular basis.

Here are more Web addresses for game companies:

3DO: <http://www.3do.com>

Atari: <http://www.atari.com>

Mortal Kombat 3: <http://198.49.168.5/~mkruse/mk3/mk3.html>

Philips: <http://spider.media.philips.com>

Time Warner Interactive: <http://www.pathfinder.com/twi/>



Online Options

Some of the areas you can explore in GamePro Online:

- Chat rooms (live conversation)
- File vault (game-related info, including FAQs)
- Talk with a GamePro editor (every afternoon in the chat room)
- Archive (back issues of GamePro)
- Message boards (posted comments and tips)
- Guest conferences (meet the experts)

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THE
CUTTING EDGE

Sega Vectors In On Better Genesis Programming

Unique Vector Piece Animation rendering breathes life into 16-bit games.

By The Whiz

Even as Sega pumps up the Saturn, it's continuing to push the Genesis development envelope with Vector Piece Animation. VP Animation is a rendered animation programming technique that's designed to create complex, three-dimensional worlds within standard Genesis cart specs. If you've played Vectorman (and anybody who considers themselves a Genesis gamebuster definitely should), you're witness to Vector Piece's 3D handiwork.

Body by Sega

In a nutshell, Vectorman (see ProReview, November '95) is a heroic robot who must morph into a variety of high-tech weapons in order to rid the Earth of a maniacal walking A-bomb. At first glance, the Vectorman character looks fairly simple and unspectacu-

lar since he's composed entirely of geometric shapes. Thanks to Vector Piece Animation, though, the Man's body is actually 23 individual sprites moving in unison.

Ordinary 16-bit games are created by using animation techniques similar to those used for two-dimensional animated cartoons. Basically, these techniques involve flipping through individually drawn, static cells to create the illusion of motion. In video games, the animation "flips" through sprites, the 2D graphic images we know as video game characters. Vector Piece Animation enables programmers to coordinate the movements of several individual sprites at a time and combine them to create complex onscreen images like Vectorman and his foes.

In order to quickly perform all the mathematical calculations necessary to keep the swarms of sprites in sync, the Vector Piece Animation program uses the 16-bit Genesis CPU to identify locations where sprites will move rather than redraw each individual sprite. This frees up additional memory within the 16-megabit Vectorman cartridge for other gameplaying activities.

Thanks for the Memory

That newfound memory can be put to good use by savvy

programmers. Most noticeably, the animation speed can be boosted significantly. For example, Vectorman clocks in some animation at a blistering 60 frames per second! Up to this point, the best that most 16-bit carts could produce was approximately 26 frames per second, close to the frame rate of animated TV cartoons.

Vector Piece carts should be better able to display 3D graphics, and in fact every Vectorman boss character is a unique 3D image. That's all possible because the cart silicon is now free to manage all the mathematical calculations necessary to manipulate all those 3D polygons.

Vector Piece Agreements

VP Animation doesn't bump up Genesis polygon-pushing to Saturn levels, but from now on, 16-bit carts will be able to handle more complex imagery than before.

You can bet that Sega won't keep Vector Piece Animation under wraps; however, it may take time for third-party developers to master the new graphics technique. You may have your heart set on a Saturn, but keep an eye on your Genesis. **G**



Vectorman can make silky-smooth morphs.



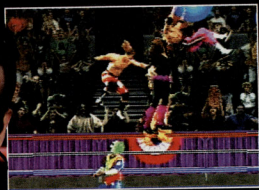
Vector Piece Animation coordinates the movement of Vectorman's 23 individual sprites.



Thanks to Vector Piece Animation, every boss is also a menacing mass of polygons.



No Pain, No Game!



ALL NEW
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LIKE THE
SHOCKING
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A Player's Guide to Power Peripherals



By The Lab Rat

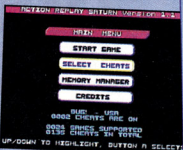
We've been ringing in the New Year, "lab style." It's out with the old and in with the new, so you know we're talking more accessories for 32-bit systems! Now if I could only get the Lab Hamster to take the lampshade off his head....

Pro Action Replay Rings Saturn

Thanks to **Datel Electronics** in the U.K., you can now break the programming barrier on the Saturn with the **Pro Action Replay**. This cart drops into the memory-cartridge slot and actually doubles as a memory cart, among other things. With one meg of Flash RAM, you get five times the

added storage capacity of the Saturn, so you can copy saved games to and from the internal memory. It also unlocks your American Saturn to play European and Japanese versions of games.

A PC connector port enables you to connect your



The main menu screen of the PAR Saturn with the Select Cheats and Memory Manager options

Saturn to a PC for use with a soon-to-be-available "Comms Package." The package contains software that helps you find cheats and debug Saturn games.

Unfortunately, this cart won't search for new codes as the 16-bit Pro Action carts did. However, once you have a new code, you won't have to re-enter it every time because a new menu-driven system saves the codes after you initially enter them.

The cart comes with codes for only three American games (Bug!, Robotica, and Virtua Fighter), plus codes for 20 Japanese and European games. Tommo,

the U.S. distributor, will have more codes and updated versions of the Pro Action Replay as the info becomes available (see "ProNews" for more details).

While the PAR Saturn's cost is steep at \$80, you're getting quite a bit for your money.

Controller



Eclipse Stick

System: Saturn

Features: Autofire, slo-mo, and synchro fire

Price: \$39.95

Available: Now

Contact: Toy and electronic-gaming stores

Peripheral



Pro Action Replay

System: Saturn

Features: This cart expands your Saturn's memory five times over and enables you to play Japanese and European Saturn games on your American system. Most importantly, it lets you enter cheat codes just like on the 16-bit Game Genies.

Price: \$79.99

Available: Now

Contact: Tommo
818/839-8755

Black Hole Stick

Like the Eclipse Pad before it, **STD's Eclipse Stick** for the Saturn is a joystick that's cheaper than the one being offered by Sega.

This lightweight unit is encased in black plastic and has a metal bottom. An LED display enables players to customize slo-mo, autofire, and synchro fire.

One of the first things you'll notice about the Stick is how small it is. Only the hand of an 11-year-old will comfortably rest on the small base supporting this joystick. While the Stick's six buttons don't have a great deal of spring, they're a good size compared to the wafer-thin L and R buttons. If you can live

with the small base and tiny shift buttons, though, this Stick isn't a bad deal.

Mad About Mad Catz

The **Advanced Controller** from **Mad Catz** offers Sony players another control-pad alternative. It looks and feels like the stock PlayStation pad with a few differences.

Up front you get added slo-mo, autofire, and turbo-fire options. It has a much nicer rolling directional pad, which is especially helpful

Controller



The Advanced Controller

System: PlayStation

Features: Offers slo-mo, autofire, and turbo fire.

Price: \$24.95

Available: Now

Contact: Toy and electronic-gaming stores

for fighters who have a hard time pulling off special moves that incorporate diagonals. On the downside, the buttons aren't the same quality plastic found on the stock pad, but they have good spring.

At \$25, this is definitely one of the nicer PlayStation controllers you can get for your money. **C**

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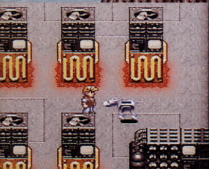
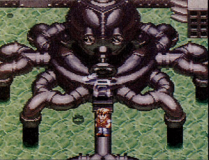
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AN EVEN UGLIER ONE.



SECRET of EVERMORE



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THE GAMEMAKERS:

The Artists

GamePro's ongoing look at the people who make games continues with Mortal Kombat co-creator John Tobias, one of the most famous artists in video game history.

By The Feature Creature and The King Fisher

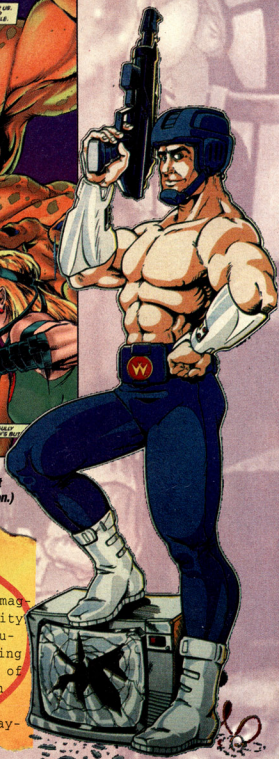
Your first encounter with a video game is usually from a picture in a magazine, an arcade screen, or a TV commercial. Every good game needs a unique and compelling "look" – sort of a visual personality – that sets it apart. That "look" is generated by artists who use pens, paper, and computers to turn imagined scenes into video games. John Tobias, one of the industry's most famous artists and one of the original creators of Mortal Kombat, tells us about his life as a video game artist.

The Background

"When I was about seven years old, my dad bought a Pong/racing game. From then on, I was a video game junkie. I played everything I could. I worked at



A page from the MK II comic book, written and drawn by John. (Copyright 1994 Midway. Reprinted by permission.)



Artist's Résumé

Name	John Tobias
Company	Williams Bally/Midway
Current job title	Video game designer/artist
Previous games	MK, MK II, MK 3, Total Carnage, Smash T.V.
Last game	Ultimate MK 3
Education	American Academy of Art, Chicago (illustration major; also studied figure drawing and computer graphics)
Age	25
Mailing address	John Tobias c/o Williams Electronics 3401 N. California Ave. Chicago, IL 60618

Job Listing: Artist

Must have creative imagination and the ability to express ideas visually. Excellent drawing skills and knowledge of computer-illustration programs required. Comic-book or gameplay-

a grocery store carrying bags to earn quarters for the arcade.

"Meanwhile, I've been drawing for as long as I can remember. Like any five-year-old kid, I was into drawing Superman and Spider-Man. I kept on drawing, even when I lost interest in comic books. I took all the art courses in high school and weekend courses at the Art Institute of Chicago.

"My first professional art job came when I was a high school senior. I created an album cover for a compilation

album of Chicago bands. Shortly after that I went to the American Academy of Art, where I got a job doing art for a company called Now Comics. For almost two years I worked on the comic-book adaption of *The Ghostbusters* cartoon.

"Throughout high school, I was always dabbling in computer graphics. I worked on the Amiga when it first came out, then I got an Apple II. At the Academy I studied a few early 3D-graphics packages.

"My break came when a

look of the game, and Ed handled the software and the moves. But there was, and still is, a lot of give and take, so the MKs really are true team efforts.

"I began the first MK by drawing rough sketches of each character that would always change as we got deeper into the game. For instance, in the first MK, Sonya's character was actually Jax's character. We wanted a female, so we applied Jax's story to her. It wasn't until MK II that we introduced Jax.

"The original MK was inspired by old martial arts movies. Shang Tsung was the stereotypical old man with long white hair I'd seen in the movies as a kid. Liu Kang was originally going to be a traditional monk – bald and in robes – but he wound up resembling Bruce Lee.

"Goro resulted from a discussion I had with Ed where we decided we wanted a big brooding character. I made Goro slightly Asian-looking, and the idea for his four arms came out of one of the old *Sinbad* movies, which had this multi-armed sword-fighting statue that came to life.

"We've always done everything we can to make each MK game visually sharper. To me there's a huge jump in the quality of the graphics from the first MK to the second. The first game was filmed with a Hi-8 camera, and we were pretty much novices at digitizing the images. But for the second one, we developed our own method of grabbing screens and got the blue-screen techniques down perfectly. Plus we invested in a better camera, which all added up to a better game.

New Looks at Old Friends

John's renditions of familiar MK figures



"We've also tried to make the MK games different from each other. We had more time on MK II to spend on each character, time we didn't have in the first MK, which was done in six to eight months. For MK II we could retouch each char-

GameMaker's Gallery

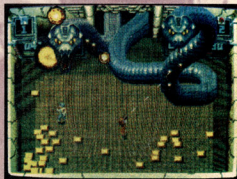


friend got a job at Williams. They were still hiring, so I brought in my portfolio, and they put me to work on *Smash T.V.* Then I started on *Total Carnage* at the same time that

Ed Boon was here doing *Super High-Impact Football*. That's when we started talking about doing a fighting game together."

Creating Kombat

"With *Mortal Kombat*, I basically created the characters, their stories, and



John's first game at Williams was *Smash T.V.*



John's original sketches for MK II show how Shang Tsung evolved from an old man to a young fighter to a demonic creature.

acter pixel by pixel to add detail and muscle enhancements. We also made MK II's characters and backgrounds darker and more ominous than those in MK I.

"There are always things we wish we could've added. In MK II, we still didn't have enough time to do all the characters the way we wanted. Kintaro ended up as just a Goro spinoff. I based him on Goro's species, adding different markings, but I was never really pleased with the Kintaro character. There was another character we were going to use in MK 3 but we never did. He was going to be this huge brutish character with a war hammer. We used the war hammer with Shao Khan, but that's not what we originally intended."

The Job

"For me, the work changes over the months as we're working on a game. In the beginning, there's a lot of hand drawing as I try to interpret visually the game ideas that are floating around. Drawing skills are really important at this point. If you have drawing skills, you have an edge over artists who are really good with a computer but who can't put things down on paper.

"Then I'm on the set helping with the filming, setting up the lights, and working with

Ed and the guys to get the image we want on film. Later I work only at the computer. So I have to have three different sets of skills: one set for drawing, one for the filming, and one for the computer.

"The hours are manageable at the beginning of a project, but as the game clarifies, the hours start to add up. We all try to pace ourselves, but things don't always work the way we want, so we end up throwing out some ideas and starting over.

"That's why we sometimes end up working 24 hours straight. An example of this happened with MK 3: I remember that we made a lot of late changes to Shang Tsung's look. I was still doing preliminary character sketches in the last few months of that game."

The Advice

"I considered going to a traditional university like the University of Illinois—Chicago, but if you spend your time studying other subjects besides art, they won't help your drawing

skills. I think it's important to keep focused on your drawing. Draw everything to continually hone your skills. And study other artists to maintain a wide range of influences. Study figure drawing – you don't become truly proficient as a comic book or video

get the job today. Most of the computer skills I know now I've learned on the job. Young artists should make sure they can work with most of the computer-graphics packages that are available.

"Everybody always wants to have a résumé full of work experience but I think your art portfolio is more important. We hire a lot of artists right out of college with al-

most no work experience because their portfolios say everything about them. When you see a tape of the computer work they've done, and a collection of their hand-drawn illustrations, you know what that person can do.

"It's probably not vital to be a great gamer. We've hired artists who don't play video games, though it's a plus if you already know what video games are out there. I still think it's way more important to just draw. Draw as much as you can and keep yourself open to a wide variety of artistic influences." **G**

"We made a lot of late changes to Shang Tsung's look in MK 3."

– John Tobias

MK 3 Artist and Co-creator

game artist until you can accurately draw figures in life.

"I never knew I wanted to work in the video game field until the graphics got good. My original goal was to be an illustrator and get into comic books. Fortunately, I had the computer training that allowed me to grab the opportunity when it came around.

"So to work in video games, you need to go to a school that has the latest equipment and can teach the latest computer graphics. If I walked in the door now to get hired, and I had only the computer skills I had back when I came out of school, I don't think I'd

Computer Creations

Samples of the computer art John created when he was in high school



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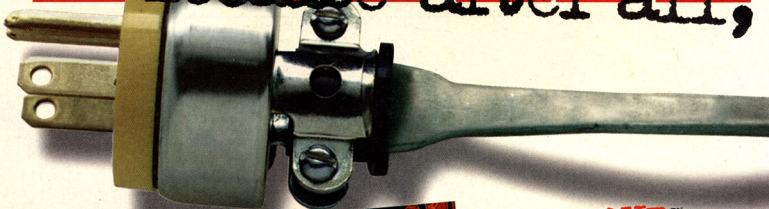


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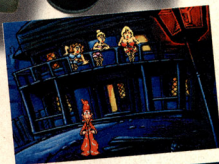
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Up in the

GamePro gets the first look inside Nintendo's

By The Feature Creature

What do Donkey Kong Country, Killer Instinct, and Donkey Kong Country 2 have in common? These blockbuster SNES games were all created under the auspices of the Treehouse, Nintendo's fabled think tank in Redmond, Washington. There, a select team helps create some of Nintendo's biggest games. In this exclusive interview, Project Manager Dan Owsen discusses for the first time the inner workings of the Treehouse.

Treehouse Roots

GamePro: How did the Treehouse begin?

Dan Owsen: It started about two years ago when Tony Harman, who's now the product acquisition and development director, was told to find outside developers for Nintendo.

At that time we were still supporting the NES, the Game Boy, and the SNES, plus we were starting to work on Virtual Boy and Ultra 64 games. It was too much for our in-house developers, so we went outside to recruit great developers like Rare to make Nintendo games.

Tony and I started the Treehouse as a support group for those developers. We'd get them materials, test games, make lots of suggestions, and offer marketing ideas.

GP: Where did the name Treehouse come from?

DO: Someone came up with it



while we were working on Donkey Kong Country. Maybe they thought we were a bunch of apes monkeying around.

GP: How many people were on the original Treehouse team?

DO: It started with just Tony



Dan Owsen in his Treehouse office

and me, but we soon began Killer Instinct and brought in Ken Lobb as a development manager. Last year we added three more testers for Donkey Kong Country. We have about eight people now, all in their mid-twenties.

GP: Describe the Treehouse location.

DO: It's a little different from typical offices. For security reasons we work in an enclosed area that requires a special access badge. Not many people have ever been inside. It's decorated with lots of displays, pictures, and awards.

Living in the Treehouse

GP: What's the Treehouse's current role?

DO: Our ongoing mission is to find the best developers in the world to help us create Nintendo games, and to work as a liaison between those developers and Nintendo. To that end, we look at a lot of



Dan Owsen and Ken Lobb stand outside Nintendo's building in Redmond, Washington.

games, and we meet a lot of developers.

There are two types of game developers: Some work well on their own, while others are good at working from a publisher's specs. We've made a point of finding developers who can originate ideas and

Treehouse

think tank for hot new games.



testing and by contributing ideas about what Donkey Kong could do at different points in the game.

Monkey Business

GP: What lessons did you learn from DKC that you applied to DKC 2?

DO: Many of the lessons were on the technical side. Rare obviously learned a lot doing DKC's graphics, and they used that knowledge in DKC 2.

DKC taught us that gamers want more challenge. We wanted DKC to appeal to a wide audience, so we toned down the difficulty to make the game accessible. Expert players told us that the game was too easy, so we've upped the challenge in DKC 2 by adding more to do and different kinds of gameplay. For instance, in one place, instead of running and jumping, you have to steer your characters through this wind tunnel.

We also have some charac-



Ken Lobb with reminders of *Killer Instinct* in his Treehouse office

game freak. He worked closely with the design team, providing lots of suggestions, for example, about the combo system. For Donkey Kong Country, we helped Rare all along the way with lots of the

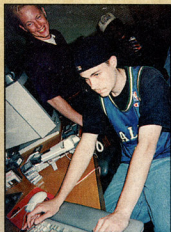
bring them to us. We like developers who don't need a lot of help, people who are great working independently.

GP: What's your role as project manager?

DO: Management. For example, I manage a lot of what Rare does, checking what they're doing, helping with ideas and testing, keeping them on track, and approving everything they create.

GP: Explain how the Treehouse steers a game's course.

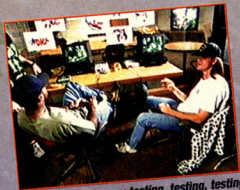
DO: Ken Lobb contributed lots of ideas to *Killer Instinct*, because he's a real fighting-



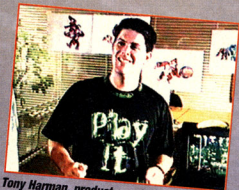
That's Henry Sterchi at the controls with Joe Bayne behind him. Henry and Joe are two of the Treehouse's game testers.



Dan Owsen shuffles *Killer Instinct* cards in his Treehouse office.



Life in the Treehouse: testing, testing, testing



Tony Harman, product acquisition and development director

ters who add new abilities. Dixie, for instance, can spin her ponytail and float. One main character can pick up the other and throw them, and the interaction between Diddy and Dixie leads to different gameplay possibilities.

GP: What are some of the cool details that gamers might not notice the first time through?

DO: There are subtle differences between Diddy and Dixie. The main differences will be obvious, as when Dixie flies, or the different ways they pick up barrels. But you won't discover the smaller details about them until you've played the game a while. At certain points, you'll realize it's better to use a specific character, so Diddy and Dixie operate like a tag team.

GP: What are you proudest of in DKC 2?

DO: DKC blew away everyone with its graphics, so our challenge was to top that. Rare improved the graphics and the details, so there's a much wider variety of characters.

Special effects help make DKC 2 a great game. For example, in one level you're on a partially sunken ship, and as



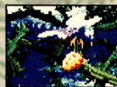
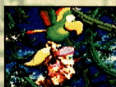
Changes in the water level enable DKC 2 swimmers to move to different areas inside the sunken ship.



Storm at sea

DKC 2's Cast of Characters

Rare has created a variety of unusual characters for DKC 2, and they've improved the graphical details.



you swim through it the water levels raise and lower to take you to new areas. That level also has some impressive 3D effects in the background, and the rainy levels look great.

Treehouse Tomorrow

GP: So what's in the future after DKC 2?

DO: DKC 3? (laughs) We're working with Rare on some cool-looking Ultra 64 titles. With the processing power of the Ultra 64, we'll be able to do more with 3D and real-time graphics. The texture mapping will look better in some cases than what you see in PC games because the memory storage on silicon cartridges is so much faster.

The Ultra 64 is really fast and fluid, and I've been impressed with what I've seen of the games so far. Our focus is still going to be to make fun games that are entertaining to play.

It's hard to know what the guys at Rare are going to come up with, given all this processing power. There are some things that game designers have always wanted to do, and they'll finally be able to do them on the Ultra 64. **G**



Zero Divide:

An unrecoverable program error, causing a potential system crash.

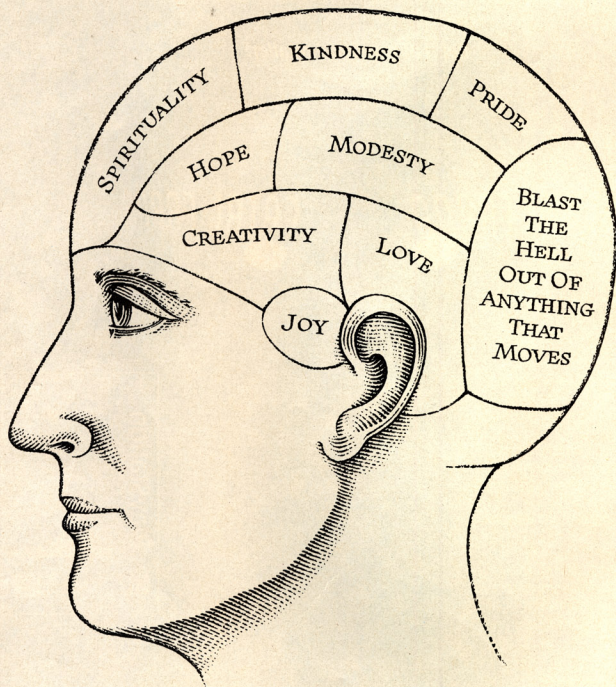
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Home with the Away Team

Meet Sega's Away Team, the elite group of developers creating games for the Saturn.

By The Feature Creature

What is Sega planning for the Saturn? To find out, *GamePro* went straight to the source. Based in Redwood City, California, Sega's Away Team is a group of game developers who work exclusively on Saturn games. Here's an insider's look at the team and their Saturn plans.

Saturn Games: Make It So

GamePro: How was the Away Team formed?

Lori Von Rueden, product manager: The Team began in 1993 when it was assigned to work on the upcoming Saturn. Originally we began as a quickly moving "tiger team" designed to get some games ready immediately for the Saturn's May '95 launch.

Erik Wahlberg, assistant producer: The first things we worked on were *Bug!*, *Black Fire*, *Chen War*, *NHL Hockey*, and another game that was later dropped. The core group grew into the Away Team, which now includes Saturn people from other departments.

GP: Where does the name "Away Team" come from?

Eric Rawlins, assistant producer: We needed to identify this Saturn group somehow, so we came up with about 20 names, most of which are unprintable. The name has a *Star Trek* reference, and it's appropriate because some-



Some of the Away Team in front of their colorful wall of graffiti. That's Lori Von Rueden on Steve Apour's shoulders. To the right are Eric Rawlins, Chris Cutcliffe, Dante Anderson, and Erik Wahlberg.

body is always "away" in London or somewhere helping with the lineup of international products.

GP: How many people are on the Away Team?

Erik: It changes constantly, but there's a core group of about seven. We all work on several Saturn games at a time, everything from shooters to RPGs to sports games.

Group Dynamics

GP: What was the Away Team's original mission?

Steve Apour, senior producer: Our mission was to make cutting-edge products for the Saturn. We wanted to be ahead of everybody else.

GP: How did you plan on doing that?

Steve Payne, vice president of product development:

First, we made sure this group was totally focused on the Saturn and wasn't pulled off into other projects. Also, we built the team with talented people who were young enough to have more in common with our customers and would know what they wanted. If they'd been the typical older programmers, you'd be seeing a lot of PC ports now instead of the fresh titles we've created.

GP: How does the Team work, individually or as a group?

Steve A.: We really are a team. We help

each other out, we give feedback on all the projects, and we brainstorm constantly. When somebody comes up with a great idea, we all look around and say "Yeah!" It's a very democratic way of working.

For example, with *Bug!* our goal was to come up with something fresh that looked like a real animated movie. We sat around brainstorming ideas for the main character, and we came up with about 30 creatures, everything from an amoeba to a penguin. *Bug!* was almost about Coolie the Penguin.

Once we were working on *Bug!*, we'd meet twice a week to talk about gameplay, just to plow through it and decide what the system could do. Some ideas we weren't able to include, such as the "wait animation" where *Bug* was going to leap up and come down right in your face.



The Away Team's home is inside Sega's shoreline headquarters in Redwood City, California.

Coming to America

Erik: Besides creating the games, the Away Team also helps shape the way they're advertised. We know the products better than anyone, so it makes sense for us to participate in the way they're presented. For instance, our new RPG, *Mystaria*, is a very dynamic game with exciting

Mystaria



graphics, but the screen shots shown on the original box weren't very good, so we decided to produce better shots.

Lori: One of the cool things about the original team was that marketing and product development were meeting together all the time. We were involved in planning the games and how they would be marketed. When we had to bring over Japanese games for the American market, such as

Virtua Fighter and *Panzer Dragoon*, we decided how to change them for their American release.

GP: What kind of changes did you make?

Chris Cutcliffe, assistant

producer: One example is our Christmas baseball title. In Japan it's called *Greatest Nine*, but here it's *World Series Baseball*. We added American stadiums and players, which actually was pretty fun because of course we had to check out all the stadiums. We also added some rowdy announcers that are really cool.

Erik: Another example is *Mystaria*. We made the dialogue more sophisticated for American audiences.

Dante Anderson, producer:

With *Clockwork Knight*, we made the game tougher. For some reason, Japanese audiences like to beat their games very quickly, but Americans want more challenge, and Europeans like the games

tougher still. There are lots of ways to make a game more difficult – you can eliminate continues, lower the number of lives, or make bosses harder to kill.

Future Games

GP: What new titles are coming soon?

Michael Meisheid, pro-

ducer: Our sports guys have *NBA Live* coming. We'll have a "basketball camp" so you can practice your shots, and instead of hockey's "puck cam," we'll have a "ball cam" so you can see the action from the ball's perspective. *Live* should have the most 3D graphics of any title out there. If you played our *NHL Hockey*, you'll be instantly familiar with the basketball game. Some things are new, but there's continuity between the titles so you can play them right away.

Steve A.: *Congo* will be cool. It's got the grey apes that come right up to you and

Congo



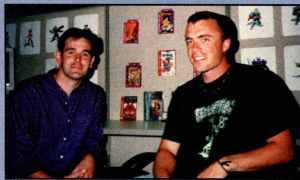
smash your head. You get a variety of looks in the game, and it's one of the first with dense jungle foliage as the background. The graphics and sounds are going to be great.



Erik Rawlins, assistant producer



Steve Apour, senior producer



Assistant producers Erik Wahlberg and Greg Becksted



Dante Anderson, producer

Lori: *Virtua Cop* is also coming. It'll ship with the *Stunner*, a great arcade gun.

Erik: *Mystaria* will be the Saturn's first RPG. It's gigantic with more than 60 rendered characters, 150 fantastic moves, 6 different viewpoints, and everything's 3D. There are 600 pages of text.

Eric: *Black Fire* will be a good military shooting game. You fly into fully rendered 360-degree terrains, so you can go anywhere you want and shoot anything you see. There are about 21 levels, and every-

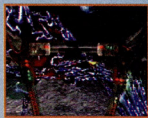
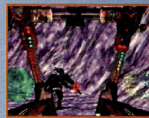
Black Fire



thing's sort of modeled after the *Comanche* series. We won't need to make this one any tougher for the European market because it's already pretty difficult.

Steve A.: *Chen War* is our mech game. You're in a mechanized suit 100 years in the future. Aliens have taken over the solar system, so you have to go planet to planet to eliminate them. It's a fully rendered 3D universe: You can jump over and under objects,

Chen War



you can go all the way around things, and we place lots of objects onscreen simultaneously. It's a fast-paced game that'll feel very different. Some levels are in narrow corridors like *Doom*, other levels put you outside on these weird landscapes, and there are recognizable cityscapes, such as Sydney, Australia. It also has about 20 minutes of full-motion video.

Dante: *Clockwork Knight 2* will be like the original game, but we've improved the use of technology and textures so the game looks even better. It has more three-dimensionality, too, so the gameplay will be a little different.

Tim Dunley, team leader: Because of the great success of *Bug!*, we've been able to spec out our plans for *Bug 2*, which we're hoping to have ready for Christmas '96. The guys who did the first game are rolling right into the sequel, and they're working on great new gameplay dynamics. We're going to introduce some important new characters while maintaining the same tongue-in-cheek humor that was in the first game. The Coolie the Penguin character Steve mentioned may appear as a hidden character. There may also be some more Sonic characters.

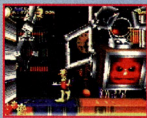
Distant Future

GP: What do you know about the Saturn now that you didn't know two years ago?

Steve P.: More and more we're learning what the Saturn is capable of. From working on new games, we've figured out how to push more polygons and get double the frame rate, so our future games will be more impressive than our first games.

Tim: As we enter the third and fourth wave of Saturn

Clockwork Knight 2



software, we're really beginning to exploit what the machine can do. We're working with bigger characters, a much higher resolution, and much deeper color palettes.

GP: Any other surprises from the Away Team?

Erik: We're also working on some games for true 3D helmets. The headgear being planned will enable you to look out through a player's eyes in a baseball game, and as you turn your head you'll look anywhere around you. You'll really feel like you're Steve Young throwing a football, rather than just watching a 3D object being thrown across a screen. We haven't perfected it yet, but maybe by Christmas '96 you'll see something that's ready and affordable. The future's looking awesome! **G**

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OVERSEAS PROSPECTS

An International View on Video Games

Sony PlayStation Expo '95

Our man in Japan checked out the PlayStation Expo '95. Here's a peek at PlayStation titles that may be heading to America soon.

By Nob Ogasawara



One of the biggest surprises of the show, *Street Fighter Zero* (called "Alpha" in the U.S.) was present with six playable characters.



The sequel already? Here comes *Kileak the Blood 2*!



Takara's Battle Arena Toshinden 2, which will be released in the arcades by Capcom

In early October, Sony Computer Entertainment (SCE) and 52 third-party publishers gathered at the Tokyo Convention Center for PlayStation Expo '95. The show was a resounding success with big crowds numbering in the tens of thousands. The high degree of fan interest clearly attested to the PlayStation's growing popularity in Japan, where system sales may clear the 2 million mark by year end.

As of early October, close to a hundred PlayStation games had been released. By the end of the year, the numbers should swell to almost 200 titles. Here's a rundown of the more exciting upcoming titles in Japan.

The biggest draw was Namco's *Ridge Racer Revolution*, the sequel to *Ridge Racer* with new tracks and two-system linkup. The game is astounding! It plays much like the original but with a lot less

grip, so you feel as if you're driving on ice. *Ridge Racer Revolution*'s due in early December in Japan.

Namco also announced *Arcade Collection Vol. 2*, which will contain *Xevious*, *Gaplus*, *Cutie Q*, *Mappy*, and two other classic games.

Capcom had a huge surprise: *Street Fighter Zero* (called "Alpha" in the U.S.) was up and running with six fully playable characters! It's on its way hopefully late this year, perhaps even before *Darkstalkers* is released. Konami had *Snatcher* on show, video demos of *Goemon* (a sequel to *Mystical Ninja* on the SNES), and *Policenauts*, the sequel to *Snatcher*, which will be released next spring.

Takara exhibited the arcade version of *Toshinden 2*, which looked and played incredibly well. The PlayStation version will be released on December 29 in Japan. SCE's big game was the RPG *Beyond the Be-*



The vertical-scrolling shooter *Two Tenkaku*

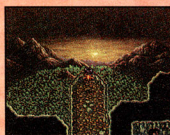
yond, coming in November. Horned Owl, a Lethal Enforcers-type shooter, looked good with a gun made by Konami.

Sony Music Entertainment had running a working version of *Kileak the Blood 2*. Expect this sequel in December. The company also exhibited *Two Tenkaku*, a vertical-scrolling shooting game due in November.


Among the other promising titles were Taito's *Ray Tracer*, a racing game; Asmik's *Side-winder*, a flight sim; Atlas' *Gunbird*, a shooter; Xing's *In*



Irem's arcade shooter *In the Hunt*



Sony's big role-playing game *Beyond the Beyond*

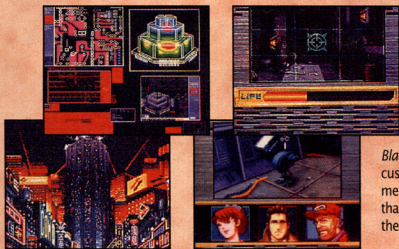
the Hunt, which is Irem's old submarine game; Jaleco's *Slam Dragon*, a polygonal fighting game; Human's *The Firemen 2*; and Banpresto's *Super Robot Wars 45*, a war sim/RPG. With these and other games on the horizon (including those made outside Japan), PlayStation's future in Japan looks brilliant. 

Coming Soon!

We spotlight some hot Japanese titles that may arrive here soon.

By Nob Ogasawara

Snatcher (PlayStation)



The classic sci-fi adventure game for the PC Engine and Sega CD is on its way to the PlayStation by the end of this year and will be available for the Saturn sometime next year. The *Blade Runner*-style story focuses on a rogue band of bio-mechanoids called Snatchers that kill people and assume their identities.

You play as Gillian Seed, a

Snatcher hunter who must unravel the monstrous plot behind their sinister machinations. As the 32-bit versions are essentially identical to the Sega CD version but with much better graphics, there's a good chance that Konami will bring *Snatcher* stateside.

Published by Konami of Japan
Developed by Konami
1 player
Available December

Panel de Pon (Super Famicom)

Yet another addictive puzzle game from Nintendo joins the likes of *Dr. Mario*, *Yoshi's Cookie*, and *Wario's Woods*. *Panel de Pon* is like a mix of *Yoshi's Cookie* and *Columns* with a twist – you slide around two adjoining panels to put three panels of the same sort together and make them disappear. Of course, you can trigger chain reactions by lining up panels in advance.

Instead of dropping from the bottom of the screen, but that shouldn't be a setback for puzzle fans. Given Nintendo's excellent track record with puzzle games, *Panel de Pon* should be a noteworthy release.

Published by Nintendo of Japan
Developed by Nintendo
2 players
Available October



Live Oshaberi Parodius (Super Famicom)



The latest title in Konami's oddball series of shooters brings the *Gradius* parody experience to life with over-the-top color commentary in the same manner as their excellent *Powerful Pro Baseball* series and *Perfect Eleven* soccer games.

Like the previous *Parodius* games, you can choose from odd characters, including flying pigs, octopi, cats, bunny girls on missiles, stick figures

on paper planes, and even *Twinbee*. Each character has their own weapons that are powered up by collecting items left as debris from downed bogies. In the same manner as the *Twinbee* shooters, characters can also pick up special powers by collecting bells of different colors.

Published by Konami of Japan
Developed by Konami
1 player
Available December



Sega Rally Championship

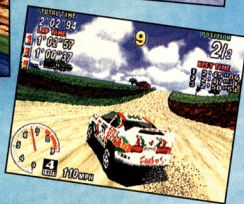
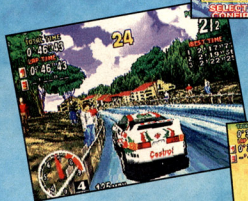
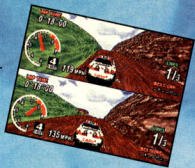
Saturn

This rally-racing follow-up to Daytona is swerving onto the Saturn for more rowdy finish-line sprints. A direct port of the arcade game, Sega Rally pits one player against the pack, or two players can battle from a split-screen view.

With texture-mapped graphics just like Daytona's, Rally steers you around three tracks in the desert, forest, and mountains, where you'll pass over gravel, dirt tracks, and other tough terrain. Four perspectives and extensive com-

mentary on track and race conditions will help you keep a firm grip on the wheel. Racing fans are sure to rev their engines for this one.

By Sega
Available December



Battle Arena Toshinden Remix

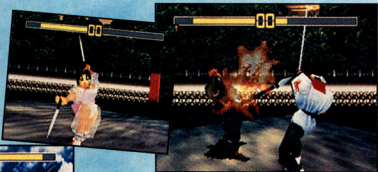
Saturn

Now Sofia has something to say on the Saturn as Sega whips its version of one of Sony's biggest games into shape. So what's new in this round? Details are still sketchy, but Sega (of course) promises to ramp up the already-dazzling graphics for the Saturn version.

The good news for fighting fans is there'll be at least one new character, as well as new moves for the other eight members of the Toshinden

cast. New Battle modes will reportedly offer fresh takes on the gameplay.

By Sega
Available January



Revolution X

32X

Genesis

Super NES

PlayStation

Saturn

PC CD

Aerosmith rocked the arcades last year with Revolution X, and now the intense first-person shooting action is blasting onto home systems (PlayStation pictures shown here). You're up against the New Order Nation, a group that's trying to take over the world by controlling the minds of young people. The five nonlinear levels send you blasting through California and England, and you can choose a different path through the carnage each time.

A musical theme pervades the game, so many of the power-ups come in the form of exploding CDs. Music and cameos by Aerosmith are peppered throughout. Acclaim promises to back up the action with sharp graphics.

By Acclaim
Available November



Spiderman: Web of Fire

32X

32X owners starved for some new action/adventure gameplay to add to their lean game libraries will thrill at Sega's next one-player title for the drought-ridden system. In Spiderman: Web of Fire, the Webbed One is trying to protect the Big Apple from electrical spikes that threaten to melt the metropolitan melting pot.



Spidey's looks should be first-rate: The 3D graphics are being rendered on Silicon Graphics computers using



motion-capture animation technology. The webslinger should also sport more moves and attacks. Let's hope Sega delivers on all promises – or cart-hungry 32X gamers may be slinging more than webs.

By Sega
Available March

NBA In the Zone

PlayStation

Suit up with real players from the 29 NBA teams for five-on-five hoops in NBA In the Zone. Featuring enhancements over the arcade version, this multi-player game offers six player configurations (using a multi-player adapter), loads of team and player stats, and a diversity of moves, including rebound dunking, alley-oops, and behind-the-back dribbling.

Multiple camera angles and perspectives spice up the gameplay, and 3D texture mapping delivers realistic visu-



als. As one of the first titles for Konami Sport Series, NBA In the Zone may be the full-court press the fledgling division needs to be a contender.

By Konami Sports Series
Available December



Impact Racing

PlayStation

Saturn

JVC accelerates the pace of racing/combat games on the next-gen systems with Impact Racing. This fast-moving one-player game gives you a choice of six cars laden with lasers, mines, heat-seeking missiles, and smart bombs in a post-holocaust future. Impact's timed laps and four tracks will satisfy racing fans. The game's



The gorgeous polygon graphics scroll at 30 frames per second, providing a smooth, animation-quality ride. Belt up – Impact Racing looks like it could break the land-speed record for racing games.

By JVC
Available Fourth Quarter '95



weaponry, combat, power-ups, and enemies will do the trick for fans of shooters.



StarFighter 300



Flight-sim fanatics have probably flown StarFighter's 60 sorties before—but never as the missile approaching ground zero. StarFighter's one-player action puts a new spin on a familiar theme with 360-degree camera angles, zooming ability, and nose views of missiles targeting their quarry.

As the FedNet Space Force's ace pilot, you enforce interplanetary law in the StarFighter, a space-assault vehicle that packs lasers, missiles, bombs, and mines. Your



missions are to seek out and destroy objectives like ground targets and satellites.

StarFighter's extras include a rendered intro and end-of-game animations, and voice-overs during mission briefings.

By Studio 3DO
Available Now

Deathkeep 300

Deathkeep takes the dungeon-delving delight of Advanced Dungeons and Dragons to the next level by dropping you into a fantastical 3D world. As either an elf mage, a fighter dwarf, or a half-elf fighter mage, you set out through more than 25 dungeons in this one-player game to end the terror created by a wicked necromancer. Each first-person-perspective dungeon houses eight floors filled with traps, puzzles, and monsters.

You're blessed with the ability to fly and jump, which should heighten the gameplay in Deathkeep's action/RPG AD&D environment.

By Studio 3DO
Available Now



Waterworld Saturn Genesis

Super NES Game Boy Virtual Boy

Waterworld's cup runneth over as the blockbuster movie crosses onto multiple systems. This one-player action/adventure game (except VB, which supports up to nine players) copies the movie's story line. As the Mariner, you must rescue Enola, who has the land map, from the villain Deacon.

Equipped with everything from a machete to machine guns, you engage in man-to-man skirmishes, wage battles at sea with your Trimaran vessel, and dive for items to trade.

For the 32-bit systems, Waterworld promises a virtual 3D ocean with a dynamic surface. Texture-mapped models will add to the realism.

By Ocean
Available January '96



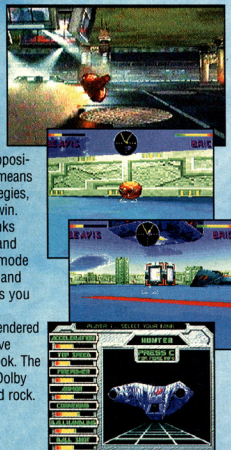
BattleSport 300

If you're in the market for two-player battle-tank combat on your 3DO, BattleSport could be your ticket to play. BattleSport challenges you to win a 50-level soccer-style competition while side-stepping salvos from the opposition. The soccer angle means you must develop strategies, such as fake shots, to win.

You can select tanks with unique weapons and defenses. Two-player mode features a split screen and single-player mode pits you against the A.I.

Texture-mapped, rendered 3D tanks and arenas give BattleSport a realistic look. The original soundtrack in Dolby Surround Sound should rock.

By Studio 3DO
Available Now

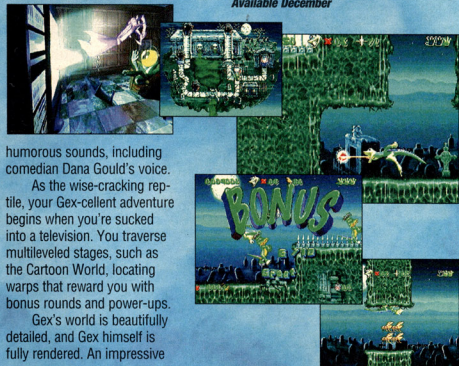


Gex PlayStation

Gex comes to play on Sony's new system. A port of the one-player 3D0 action/adventure game, Gex PlayStation has the same dazzling graphics and

opening cinematic sequence outlines the story, but the true appeal here is the personality of the little green guy.

By Crystal Dynamics
Available December



humorous sounds, including comedian Dana Gould's voice.

As the wise-cracking reptile, your Gex-cellent adventure begins when you're sucked into a television. You traverse multileveled stages, such as the Cartoon World, locating warps that reward you with bonus rounds and power-ups.

Gex's world is beautifully detailed, and Gex himself is fully rendered. An impressive

Hi-Octane PlayStation Saturn

Hi-Octane, an antigravity racing game from Electronic Arts, has the programming pedigree to



make it a winner. But only true Road Rashers will gauge how the high-speed thrills compare to the latest competition – like Wipeout.

Hi-Octane takes place in the 21st century, where you're an unsanctioned hovercar racer. Jetting along various tracks, you can choose from multiple views that include a first-person cockpit view. Your 200-mph hovercar is well-protected and armed to the grills. Good



thing, too: Five other hovercars are eager to dust you.

Hi-Octane may be the fuel that fans the PlayStation's fire this winter.

By Electronic Arts
Available Now



Viewpoint PlayStation

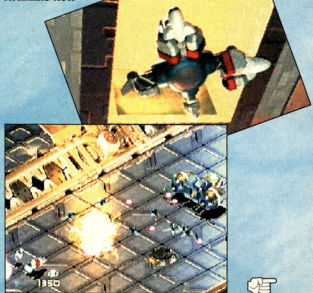
If you're nostalgic for the games of yesteryear, check out a truly classic shooter that's found new life – and a new audience – on the PlayStation.

Sharp as ever, Viewpoint's beautifully rendered 3D backgrounds and CD soundtrack complement the blistering one-player action.

Through six levels, you face an onslaught of unique enemies and humongous robotic monsters that force you to devise different strategies to defeat them – though your arsenal of high-powered weapons doesn't hurt. Four difficulty settings should help all levels of gamers take on the Viewpoint challenge.

Viewpoint's pix were rendered using Silicon Graphics computers. Additionally, each level features its own soundtrack of house, pop, techno, blues, and jazz tunes.

By Electronic Arts
Available Now



Krazy Ivan

PlayStation

PC CD

Sometimes the best man for the job is...crazy. That's the premise behind Krazy Ivan, a futuristic first-person mech-warrior shooter that picks up where a devastating alien invasion ends.

You're Krazy Ivan, the lone Russian soldier sent behind enemy lines to kick some alien butt. A 40-foot-tall, 50-ton mecharrior suit puts some punch behind your purpose. You must rescue hostages, locate weapon upgrades, and customize your armor as you secure five battle zones across the ravaged planet. And the platoons of heavily armored enemies you'll face don't give up easily.

Krazy Ivan brings fully animated, texture-mapped enemies and a fluid 3D environment to the next generation of games.

By Psygnosis

PlayStation Available Now

PC CD Available February '96



Shellshock

PlayStation

Saturn

The next generation of games meets the now generation of MTV in Shellshock, a futuristic first-person 3D tank-combat game that features a rap and hip hop soundtrack. The future's a pretty bleak place to hang out in Shellshock; that is, until five ex-military mercenaries who call themselves Da Wardenz begin the practice of law and order. Their weapon of choice is an M-13 Predator battletank.

Commandeering the tank in first-person, you do battle with multiple enemies across fractal-mapped 3D terrain that was rendered on Silicon Graphics machines. William "Bar None" Floyd, the San Francisco 49ers' All-Pro running back, does three raps on the sizzling soundtrack.

By U.S. Gold
Available Now



Thunderstrike

PlayStation

Saturn

Revamped from the Sega CD version, this one-player helicopter-combat sim assembles 37 missions that pit you against gunrunners in South America and pirates in the seas off the Chinese coast. From the cockpit of your Thunderstrike chopper, you engage polygonal objects and enemies based on current high-tech military hardware.

The unique perspective lets you rotate 180 degrees to the left or right to take down enemies on your sides while still maintaining your original flight path. U.S. Gold jacked up the speed for these 32-bit versions and refined the fractal-graphics by building in 3D fractal-mapped terrain that offers realistic color and detail.

By U.S. Gold
Available Now



T-MEK

32X

PC CD

Time Warner's arcade hit rolls onto the 32X and PC this fall. T-MEK is a tank-like combat simulator (translation: drive and shoot, or die) that puts you behind the wheel of one of six high-tech vehicles that are armed to the treads for tournament arena battle.

Hidden weapons are scattered throughout the battlefield. Two players can go after each other in split-screen action, and four mechs can compete over a network.

By Time Warner
Interactive
Available Now



King's Field

PlayStation

ASCII's first entry into the PlayStation arena is an interactive adventure with role-playing elements. An epic tale in the vein of an RPG, King's Field is about a man's quest to retrieve a magical sword.

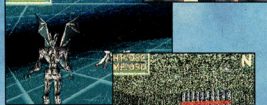
Playing from a first-person perspective, you set out



on a vast journey to dispatch the evil monster Necron and return the powerful Moonlight Sword to the king. Despite the unusual first-person approach, King's Field II throws pieces of the RPG book at you, like hit points, magic points, and vari-

ous weapons. Plus you'll battle more than 30 otherworldly beasts like skeletons.

By ASCII Entertainment
Available Fourth Quarter '95



Into the Shadows

Saturn

PC CD

Atmosphere abounds in Scavenger's impressive fighting and action/adventure game, Into the Shadows. Using real-time 3D lighting, characters created with motion-capture techniques, and 3D texture-mapped backgrounds, I.T.S. is a breathtaking visual experience.

You play as Eric Lionheart, who must rescue the moonchild from an evil necromancer. You



you must also find objects and uncover secrets.

Into the Shadows looks like it could deliver Scavenger out of obscurity and into the light.

By Scavenger
Available December



journey through a magnificent castle replete with shadows, perspective mapping, and rendered 3D enemies.

I.T.S. is chiefly a fighting game, arming Lionheart with weapons and kick-butt special moves. To progress, however,

Warhammer: Shadow of the Horned Rat

PlayStation

RPGers will soon see what the PlayStation can bring to their fantasy worlds when the long-awaited real-time RPG Warhammer is released. Based on the board and miniature games, Shadow of the Horned Rat is the first in a series of Warhammer titles.

In a 3D world with orcs, elves, and dwarves, the Empire struggles for control over chaos. You play a human mercenary commanding an average troop. By completing progressively difficult missions, such as rescue operations, you earn cash to buy weapons and better talent, including magic users.

Warhammer's real-time capability attempts to mirror the experience of the card games. During the troop-deployment phase, for instance, time is suspended. Once the battle begins, the game proceeds in real time. Multiple camera angles allow you to rotate, zoom, and pan.

Warhammer may save RPGers from being left in the 16-bit dust this winter.

By Mindscape
Available January

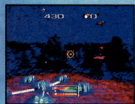


Atari's Fun 'n' Games Day

GamePro takes a look at Atari's proposed holiday lineup and some of its 1996 games.

Atari's Jaguar may seem like a distant third cousin to most of the next-gen systems, and it is. At press time, the proposed list of new titles included some classics (*Myst*, *Primal Rage*) and some innovative new titles (notably, *Attack of the Mutant Penguins*). Here's a sneak peek at the games that Atari previewed at its Fun 'n' Games day. Let's hope we see them soon.

Missile Command 3D



Iron Soldier 2



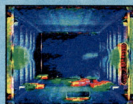
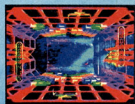
Atari Karts



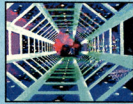
Primal Rage



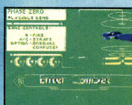
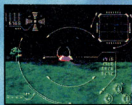
Super Breakout 2000



Battlemorph



Phase Zero



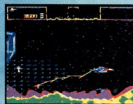
Ruiner Pinball



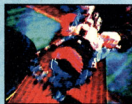
I-War



Defender 2000



Max Force



Commander Blood



Attack of the Mutant Penguins



Also Shown

Dragon's Lair (CD)
Myst (CD)
NBA Jam TE
Super Moto Cross
Zoop
Baldies (CD)

Amok

Saturn

PC CD

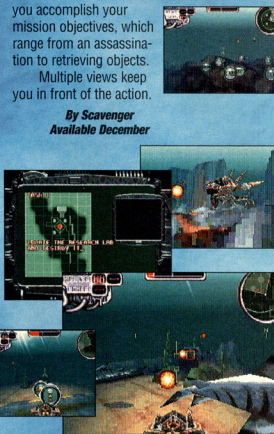
In a future gone Amok, you're the chief disciple of destruction as a mercenary for the Bureau. Your job: Create chaos where peace reigns. An armored battle sub helps you get the job done in this two-player shooter.

Creating chaos never looked so good. Amok takes place completely underwater. The game's rendered 3D backgrounds were built using an algorithm that allows you to permanently alter the scenery — by blowing things up, of course. Missiles, bombs, and mines help

you accomplish your mission objectives, which range from an assassination to retrieving objects.

Multiple views keep you in front of the action.

By Scavenger
Available December



Vertigo

Saturn

PC CD

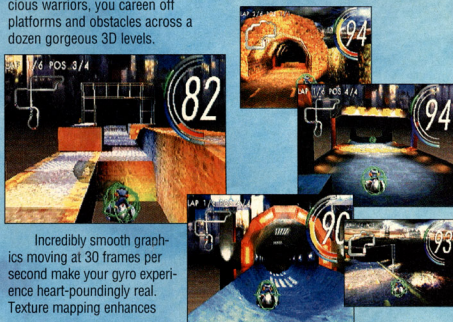
If you suffer from vertigo, stay far afield of this game. Vertigo, a one-player racing game, is as dizzying as its name implies.

You're cast inside a lightning-fast gyro, rocketing through New York's sewers and tunnels. Racing in third person against ferocious warriors, you careen off platforms and obstacles across a dozen gorgeous 3D levels.

the shadowy backgrounds and minimizes pixelization as you approach objects.

If Vertigo's gameplay matches its graphics, this game could be a winner on the Saturn and PC.

By Scavenger
Available December



Incredibly smooth graphics moving at 30 frames per second make your gyro experience heart-poundingly real. Texture mapping enhances

Road Rash

PlayStation

Combat racing like no other blasts onto the PlayStation. Road Rash, the motorcycle racing/combat game that has built up a loyal following in the 16-bit arena, features photoreal-

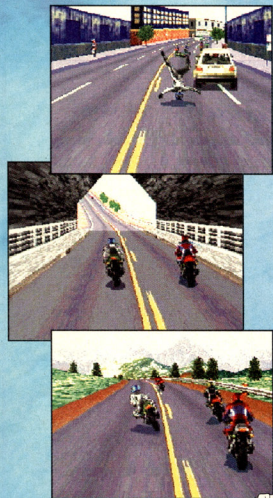


istic, texture-mapped 3D graphics that imbue the five racing locales and your opponents with realistic color and atmos-

phere. Plus, you and a friend can link up for two-player combat.

As in the 3DO version, you'll open 'er up across the Sierras, the Peninsula, the City, Napa Valley, and the Pacific Coast Highway, battling Road Rashers who are rendered in 24-bit color. With music from such alternative-rock bands as Soundgarden, the sizzling soundtrack pumps up the volume and your adrenaline. This version also includes full-length music videos from Paw and Swervedriver.

By Electronic Arts Studios
Available Now



PC GAMEPRO

Holiday Picks

This month, PC GamePro takes a look at the top PC titles available this holiday season.

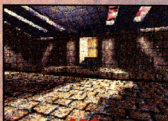
Quake **PC CD** **Macintosh**

Id Software's had a string of hits, from Wolfenstein 3D to Doom and Doom II. What do you do to top Doom's success? How about taking a giant step forward in lighting, graphics, and playability? That's what id's doing with Quake, its latest Doom-style action/adventure game.

Like Heretic, Quake takes place in a dark fantasy world, but you'll notice a vast improvement in the detail and realism of the first-person 3D graphics. Quake's 3D world is more varied than Doom's — players can look up or down as they walk, deal with attacks from different

directions, and walk on various levels within an area (for example, one player can be on top of a bridge that another player is walking under). Id's still refining the story and gameplay, but the signs point to Quake as the next title in a series of megahits.

*By Id Software/GTE Interactive
Available Winter '95*



Rebel Assault II **PC CD**

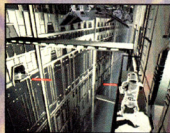
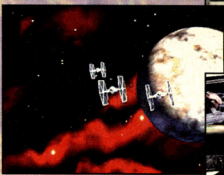
Like its predecessor, Rebel Assault II is an action/arcade game based on the *Star Wars* series. Unlike the original, though, Rebel II has a story and live-action video clips all its own. The game also soars with improved gameplay and a new game engine.

Rebel II stars Rookie One and Ru Murleen from Rebel Assault. Using movie props and blue-screen technology, Rebel II was filmed using live actors composited with computer-generated 3D model backgrounds.

The action follows the two characters through adventures that include shooting sequences, hand-to-hand combat, and

flight-sim gameplay. Vehicles to pilot range from speeder bikes to the *Millennium Falcon*. Thanks to LucasArts' technical magic and the *Star Wars* dynasty, the Force is strong in Rebel Assault II.

*By LucasArts
Available December*



Heretic II: Hexen

PC CD

Id Software has been busy conjuring up Hexen, the much-awaited sequel to Heretic. Id promises a number of changes and improvements in this version of the Doom-style action/adventure game with a magical Dungeons and Dragons twist. As one of three character types (mage, warrior, or cleric), players roam through more than 25 levels of first-person action, all with a darker, more oppressive feeling than the original Heretic.

Enhancements include new exciting weapons for each character class, all of which are powered by one of two types of Mana; new artifacts, including some that summon special creatures to your aid; and the ability to jump – sometimes out of trouble and sometimes right into it. New technical features include special effects

and lighting that lend realism to surprises like falling ceilings, moving walls, swinging doors, and the like. To add complexity to the game, the levels are now interconnected. Flip a switch and you'll move from one level to the next and back again. The magic continues.

*By Id Software/GTE Interactive
Available Winter '95*



Warcraft II: Tides of Darkness

PC CD

In this sequel to Warcraft, the king is dead, Azeroth is destroyed, and the surviving humans are trying to build a new homeland on a different continent. The orcs are breathing down their neck, though, in this adventure that reeks with the same blend of in-depth strategy, savage combat, and ribald humor that made the original a hit.

As in Warcraft, you can play as either the humans or the orcs. The orcs' allies include the likes of goblins and trolls, while the humans are joined in battle by elves, mages, dwarves, and others. The gameplay focuses on the standard collection of resources, construction of fortifications, and deadly combat, but enhancements give the action added realism. Look for more air and sea battles, a

larger map, and more structures and weapons. And of course, all the savagery and mayhem is depicted in glowing Super VGA graphics. Let the carnage begin!

*By Blizzard Entertainment
Available Now*



Magic: The Gathering

PC CD

Based on the hugely popular card game from Wizards of the Coast, *Magic: The Gathering* is a fantasy/strategy game where different cards give players special powers like spells and magic.

To capture the aspects of the card game, MicroProse created two modes. The Apprentice mode helps beginners learn the game as they play with any deck against the computer or in a simple quest-based game. In the multiplayer mode, gamers challenge each other online, either in head-to-head duels or in larger networked groups. Special care has been taken to translate the art styles of the cards authentically into Super VGA graphics.

By MicroProse
Available Now



Magic Carpet II: The Netherworlds

PC CD

Climb aboard a magic carpet for the sequel to one of the top PC games. Bullfrog's revved this version with all-new levels (including both underground and night levels), snazzy special landscape effects, additional sets of spells, and a horde of new creatures and monsters. An updated flight engine lends the carpet smoother movement through the air. Up to eight players (via a network) can explore the Netherworlds from a first-person view.

By Bullfrog/Electronic Arts
Available Now



Fade to Black

PC CD

In this sequel to *Flashback*, Conrad B. Hart's once again the hero. While cruising to Earth in a cryogenic sleep, Conrad's hijacked by a crew of Morphs who imprison him in the Lunar Penitentiary complex. Your mission: Guide Conrad to freedom.

Although you'll recognize many of *Flashback*'s features in this game, there's one dramatic difference – Conrad's view of the world has busted out of 2D and gone to a 3D perspective with selectable views. As in the original, Conrad has to search each of the game's six huge levels for objects and clues as he seeks to escape. Great gameplay, in combination with the 3D perspective, make this sequel even better than the original.

By Electronic Arts
Available Now

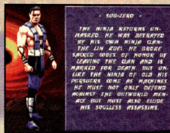


Mortal Kombat 3

PC CD

Mortal Kombat 3 is this year's hot two-player head-to-head fighting game. The PC version preserves all the arcade features, including all the Kom-batants and hidden fighters. Armed with special moves, killer combos, and the infamous finishing moves, the merciless fighters move courtesy of a new extended control panel. A special six-digit encryption code is also hidden in the game. Discover it, and you're rewarded with additional special power-ups and abilities for your fighters.

By Williams/GTE Interactive
Available Winter '95



Dungeon Master II: The Legend of Skullkeep

PC CD

Macintosh CD

A sequel to one of the most popular RPGs of all time, *Dungeon Master II* boasts some new features and some old familiar habits.

As you journey across the land with your party of four, you have to engage in a lot of standard RPGing: collecting items, talking to folks, fighting off monsters, building up your character's experience, and more. *DM II* includes heavy-duty puzzles and mazes (nine huge levels), and enemies that are way smarter than the average A.I. Some of the special effects may seem a little mechanical and dated by current standards, but the heart of this game remains as absorbing as ever. You haven't really done RPG unless you've done *Dungeon Master*.

*By Interplay
Available Now*



Command and Conquer

PC CD

There's a deadly struggle for global domination going on, and you're in the middle of it. As a member of either of two agencies, you embark on dangerous missions in search of a rare mineral that controls the world's economic balance.

More than 60 minutes of full-motion video combine with 30 minutes of rendered 3D cinematics and the interface from *Dune II* to create a level of realism that draws players into the story. Multiple outcomes and multiplayer and network options add considerable depth.

*By Westwood Studios
Available Now*



The Dig

PC CD

Steven Spielberg's behind this deep-space adventure about a team of explorers who are stranded on an alien planet. You must lead the team as they explore this strange new world and search for a way to escape. LucasArts and Industrial Light & Magic combined efforts to create unusual special effects for *The Dig*, and a stellar score rounds out the soundtrack.

*By LucasArts
Available Winter '95*

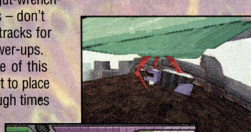


Hi-Octane

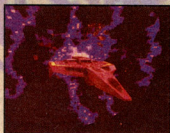
PC CD

EA combined its Magic Carpet engine with high-speed, first-person, hovercar racing for an adrenaline-packed rush. Climb into any of the six armed and dangerous hovercars and race on one of six unique tracks. To win, you must do more than follow the course's gut-wrenching twists and turns - don't forget to scour the tracks for ammo and fuel power-ups. Survival is the name of this game as you attempt to place in the top three enough times to claim victory.

*By Electronic Arts
Available Now*



Panic in the Park



By WarnerActive
Available Now



Cyberia² **PC CD**

By LucasArts
Available Now



**By Virgin
Interactive
Available
December**



By Id Software/GTE Interactive
Available Now



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Game Boy, Game Gear, Sega Saturn, Sony PlayStation,
3DO, Nintendo Virtual Boy, Sega Nomad

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MechWarrior 2 PC CD

After a humiliating defeat, the Clans retreated to their world. Now you seek to become Khan and lead the next attack on Terran space. To gain control, you must strap yourself into one of 15 battlemechs, each with unique lethal armaments. The 50-plus missions take place across urban landscapes and deserts. You fight from within a virtual 3D cockpit that rocks and rolls with the action and gives you a first-person 360-degree perspective. A network package enables up to eight players to battle cooperatively or competitively.

*By Activision
Available Now*



Full Throttle PC CD

Mark Hamill (Luke Skywalker of *Star Wars* fame) supplies just one of the 24 digitized voices in this graphic action/adventure. As Ben, leader of the Polecats' motorcycle gang, you must try to unravel a story of corporate greed and murder. The gameplay includes exploration, puzzle sequences, and item collection. The action segments range from hand-to-hand fighting to a demolition derby-style smash-em-up. Gorgeous animated cut scenes round out the multimedia effects.

*By LucasArts
Available Now*



FX Fighter PC CD Macintosh CD

This game is just about the best head-to-head fighting action for the PC to date. Fight as one of eight races with more than 40 regular and special moves. The game's polygon-based graphics are fairly smooth, and the controls, though not lightning-fast, are responsive. Just keep in mind that you need a fairly loaded PC to do this one right.

*By GTE
Interactive
Available Now*



F/A-18 Hornet 2.0 Macintosh

This sim game puts you in the cockpit of an F/A-18 Hornet. The much-awaited Mac upgrade adds graphical detail, new voice communications, and other suggestions from actual pilots. The 28 Kuwait-theater missions from the original FA-18 are in the upgrade, so if you have the original

game, you can just snag the Korean Crisis upgrade for an additional 28 sorties.

*By Graphic Simulations
Available Now*



Crusader: No Remorse PC CD

In this shoot-em-up, you try to dismantle a global dictatorship during 15 deadly missions. Depending on your mood, you can set the 3/4-overhead view action for straight shooting all the way to easier combat combined with puzzle/strategy play. If you like a little real-time strategy mixed in with your de-

struction, Crusader offers a great blend of blasting (you can destroy just about everything you encounter - with full VGA graphics effects) and the opportunity to use your wits.

*By Origin
Available Winter '95*



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from GAMEPRO

Hey, can you take a few minutes to answer some questions for us? Please fill out the following survey and fax, e-mail, or snail mail it back to *GamePro* by January 25, 1996. You'll be entered into a contest to win the video game of your choice. Ten runners-up will win the strategy guide of their choice from Infotainment World Books.

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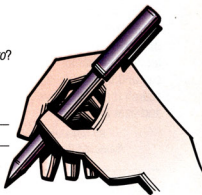
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Ultimate Doom PC CD

Arguably the hottest computer game of all time, Doom comes in a package that's billed as the "ultimate bestial binge." This version includes the three original episodes of Doom (all 27 demon-bashing levels), plus 9 new episodes entitled Episode IV: Thy Flesh Consumed. If you've been living in a cave and don't know what all the buzz is about, Doom's game-

play is first-person, maze-exploration, run-n-gun action.

By id Software/GTE Interactive
Available Now



Apache PC CD

Helicopter flight-sim action reaches new heights with the release of Apache. Up to eight players (over a network) can soar in air-to-air combat that includes preplanned missions as well as the ability to access complex, detailed, mission-planning features. Navigate your AH-64 Apache Longbow across terrain that's rendered with amazing detail, thanks to new 3D visual technology.

By Interactive Magic
Available Now



TekWar PC CD

Based on William Shatner's series of the name, TekWar stars Shatner in this full-motion-video action/adventure game. It's 50 years in the future, and the drug of choice in new L.A. is Tek. Your job is to stop the Tek Lords and an epidemic of deadly addictions. As Walter Bascom, head of the Cosmos detective agency, you're guided by Shatner through the city and the Matrix labyrinth to search for clues, solve puzzles, and beat the enemy.

By Capstone
Available December



Descent PC CD

Slip in this CD and plunge deep into the lunar mines where an unknown alien race has taken over the Post Terrain Mineral Corporation. As you seek out your alien nemesis, you explore a full 360-degree environment, illustrated in stomach-churning 3D graphics. Up to eight players (over a network) search the mines for hidden power-ups, repair stations, and menacing enemy robots as they try to destroy enemy command centers.

By Interplay
Available Now



Terminal Velocity PC CD

In Terminal Velocity, a futuristic racing game, you're a pilot in the Ares Squadron, flying the fastest high-tech craft ever designed. Armed with seven weapons and power-ups, you explore more than 400,000 square miles of terrain across nine planets. Over a network, up to eight players clash in air-to-air or air-to-ground combat,

rendered with full 360-degree movement and 3D graphics. Barf bag not included.

By 3D Realms
Available Now



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HOT AT THE ARCADES

RAILCHASE 2

By Nob Ogasawara

In this prequel to Rail Chase, Flint and Mary are back for more out-of-control mayhem on a runaway rail cart.

The Chase Is On

Rail Chase 2 makes the switch to the highly advanced Model 2 board, and the graphics have been vastly improved with astounding 3D texture-mapped polygons. Objects are rendered on the fly, so the illusion of 3D depth is excellent. Not that you have time to take in the scenery, though—you're too busy shooting everything from enemy rail carts and bomb-dropping biplanes to vampire bats and giant killer bees.

Unlike the first game, which was literally on rails, your cart spends a lot of time off the rails. At the start, the cart plunges down a mine shaft into an enemy fortress. From there, things get progressively worse.

Among some of the more fun things you'll see and do are a trip down a log chute used for ferrying cut timber, an extremely bumpy ride across the roofs of a factory complex, and even an icy lake where the cart spins around in dizzying loops. While your direction is



To increase Rail Chase's replay value, players can choose various paths throughout the game.



Flint and Mary review the course map to see what adventures are coming next.

limited by the rails, it's possible to nail switch boxes to choose alternate paths. You can also pick off boxes containing health-restoring items that the enemies have placed conveniently within range.

On Rails

As in other Sega ride games like Jurassic Park and the first Rail Chase, two players are seated side by side on a bucking, bouncing bench that moves on three axes (up-down, back-front, and side to



You'll find hidden power-ups and health icons to grab throughout the game.



Play a little game of chicken as you go head-to-head against an enemy mine cart.

side). The motions of the seat match the onscreen action quite well. Although it's not possible to re-create the negative G-forces of sudden dives, the shock of impact certainly can be felt.

With a big 50-inch rear-projection monitor to suck you into the game, Rail Chase 2 is definitely worth checking out for a rocking good time. **G**

By Sega of Japan

Available Now in Japan



This massive locomotive is the final impediment. Flint and Mary must destroy all the sections of the train while warding off incoming missiles.



Straight out of the movie Tarzan, enemies swing from vines and attack you.



Inside the mine shaft, destroy all the boulders that are directly in your path.



Not all the action in the game happens in front of you. Rotating camera views keep you on your toes as enemies attack from behind and both sides of the cart.

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"The best reason to own a Playstation" - **Ultimate Gamer 9/10**



PlayStation



By Major Mike

Loaded is an intense, violent game that gives new meaning to the term shoot-em-up. This is The Wild Bunch of the genre and the bad boy on the PlayStation block: Enemies don't flicker and vanish – they explode

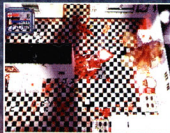


PROTIP: The sentry guns are a big pain, but they're easy to destroy. Just keep circling them and blast away.

into a bloody mess (unless you play as Butch, who leaves a nice pile of ashes). When you get down to it, though, this is standard shoot-and-move fare. Mindless but fun.

Unlikely Heroes

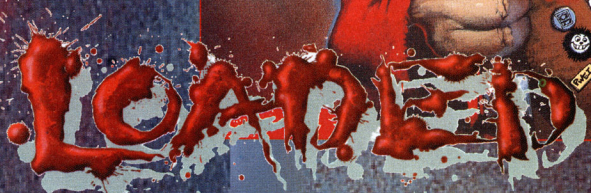
Loaded features six characters unworthy of sympathy. There's Mama, an abandoned baby who never grew up; Bounce, a numbskull who enjoys hitting people; Cap N' Hands, a 200-



So this is the reason it's called a mess hall!



PROTIP: For firepower with a wide spread, use Cap N' Hands.



year-old space pirate; Vox, a hi-fi nut who uses sound to destroy enemies; Fwank, a psychotic who cares only about his teddy bear and his big gun; and Butch, the "most dangerous cross-dresser in the galaxy," who uses a flame thrower.

The game's objective is simple: Find the exit to each level. Of course, the only thing standing between you and that goal is about 2000 bad guys. To conquer the hordes, each character is armed with a distinctive weapon. Pick your character wisely because, although these weapons can be powered up, there isn't a variety

of them to choose from. Each character also has a smart-bomb attack that destroys everything on the screen. (Be forewarned, though – the effectiveness of the smart-bomb attack varies from character to character).

The stages are gigantic and challenging with wave after wave of enemies just asking to be blasted. Several hidden areas can be revealed by shooting walls, and there's no shortage of weapon power-ups, bullets, or life icons. Just shoot everything – you may have limited ammo,

but you never know what you'll find.

Slaughter with A Smile

Loaded lives up to its name, especially in the graphics and sound department. The game looks awesome with smoking

PlayStation Game Profile

Loaded

(By Interplay)



Loaded lives up to its name with a top-view splatterfest. Anything goes in this awesome shoot-em-up that will leave you screaming for more.

Graphics	Sound	Control	Fun/Factor	Challenge
4.5	4.5	4.5	4.5	ADJ.

\$40
Available now
Shoot-em-up

2 players
15 levels
Overhead view
Multiscrolling



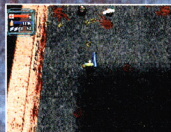
End-level stats record your carnage.



PROTIP: Keep firing when you enter a teleporter on Stage 2. You may be warped into a room filled with bad guys.



PROTIP: The slow zombies can absorb several shots before they die. Keep your distance when taking them on.



PROTIP: If you move slowly and maintain some distance, you can get within firing range of your enemies and they won't fire back.

rats. The rats are so creepy that you'll catch yourself propping your feet up off the floor. You can scale in and out any time during the game, and the lighting is particularly effective (your character even changes color along with the light source). One quibble, though, is that some of the stages are so dark they're hard to navigate.

There are enough ringing explosions, gun blasts, splats, grunts, and groans to keep up with the action. Some of your enemies even say "Halt" and "Freeze." Let your guns reply to that. The music offers a nice variety, ranging from hard rock tunes (complete with lyrics) to simple synthesizer rhythms (like something out of a John Carpenter movie).

Kudos for Control

With your character horribly outnumbered, Loaded evens the odds with great controls.



It's not all shooting – there are also cinematic sequences.

You can run and fire in any direction, or aim in one direction while moving in another. Every action is keenly responsive, but this is basically a one-button game: All you really need is the fire button. The map is also a big help, especially since it sits unobtrusively in the corner so you can check it without interrupting the action.

Let God Sort 'Em Out

In all, Loaded is a simple premise taken to absurd heights: From the wacky characters to the overblown carnage, the game is generally a blast to play. While it lacks



PROTIP: Crates usually contain helpful items. Shoot any boxes you find.



PROTIP: Be especially careful when dealing with scorpions, attack dogs, and rats. Never walk into an area where several are present – they'll swarm you!



PROTIP: Cracked wall? Shoot it. Secret rooms are often concealed behind decrepit walls.

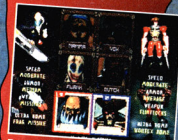
Meet the Loaded Crew



Mama and Vox



Frank and Butch



Bounce and Cap N' Hands



PlayStation



By Captain Squideo

Just as Shock Wave kept the 3DO flying two years ago, Warhawk now helps launch the PlayStation in

WARHAWK

high style. This sophisticated shooter puts the "awe" back into "awesome."

High Flier

Warhawk sends you on six Desert Strike-style missions that take you from arid wastelands to water worlds and tight tunnels. Each mission requires you to find an evil dictator's fuel supplies while surviving long battles against his ground and air defenses. Flying from either a behind-the-ship or cockpit perspective, you blast wave after wave of tough enemies.

Fortunately, you are well prepared for Warhawk's wars. Your ship is a combination helicopter/fighter jet that hovers, goes backward, roars forward, or executes steep, banked turns. An array of

armaments (including homing Swarm Missiles) and powerful pickups (especially the devastating Doomsday Bomb) make you one tough pilot.

Excellent controls let you pull off some of the most precise maneuvers in any shooter. Warhawk effectively uses all of the controller's action buttons and directionals, so you can execute sidesteps, rolls, and loops (which you couldn't do in Shock Wave). You can reconfigure the controller, and you can switch views on the fly.

Soar Eyes

Warhawk's graphics are top flight. Sharp full-motion video sets the stage for the action, detailed setup screens thoroughly describe each weapon, and simple status displays don't intrude. Smoking planes and bright explosions litter the sky during dogfights,

Warhawk's Three Views



PROTIP: Use rockets against imposing stationary targets.



PROTIP: When you're in long tunnels, just concentrate on maintaining a smooth flight path.

while big cruiser ships loom ahead waiting for your attack.

The sounds also soar. Clear voices and war noises ring true, and the orchestrated music sounds like something from *Star Wars*.

War Wounds

If there's a flaw in this game, it's the difficulty. The intense fight begins immediately with no warm-up, and even on the Granny setting you'll eat a lot of desert before you master the complex controls. But the crashes and burns are worth it: Warhawk's a winner.



PROTIP: Swarm Missiles are awesome multiple weapons that attack in clusters. Use them against small, hard-to-target enemies.



PROTIP: Don't fly in a straight line as you approach big enemies, or you'll be an easy target.



PROTIP: Distances are harder to judge in the night missions, so use your radar as you target moving enemies.

PlayStation Game Profile

Warhawk

(By Sony Interactive)



Warhawk puts you in the cockpit of a sophisticated Harrier-style jet flying through six long, tough missions. This is one of the best new PlayStation shooters.

Graphics	Sound	Control	Fun Factor	Challenge
4.5	4.5	5.0	4.5	Adaptive

Price not available
CD
Available now
Shooter

1 player
6 missions
Multiple views
Multiscrolling

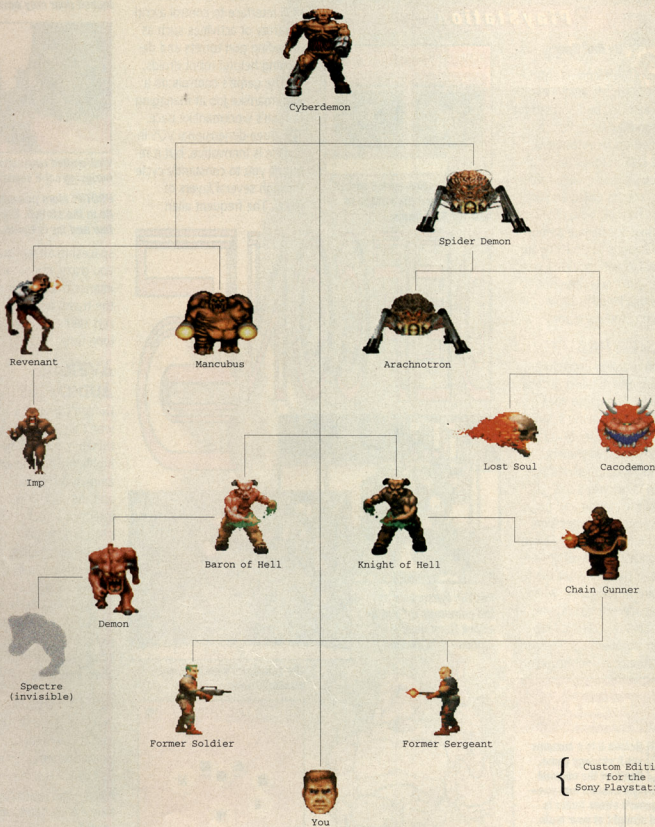


PROTIP: In the first mission, knock out the tops of these four towers...



...to make the fortress pyramid rise from the desert.

{ An introduction to the hierarchy of Doom. }



Doom. The Sony Playstation Custom Edition. Over 50 levels of madness and mayhem from Doom I and II. Plus all new levels of destruction as well. Every weapon, monster, and surprise you loved before. Plus a two-player Deathmatch mode for when you're feeling really nasty. The nice thing about Doom is you always know where you stand. Even if it's at the bottom of the food chain.



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PlayStation



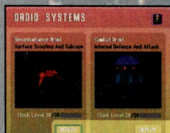
By Bro Buzz

"Defcon" is short for "defensive condition," and it's condition red for the long haul here. You're stranded on an automated space station that's under attack by unknown alien forces. Inside, robots called Berserkers are hunting you; outside, you must coordinate defensive weapons to protect your asteroid. If patience isn't your virtue, don't even attempt to tackle this lengthy, brain-straining strategy game.

HACKER HEAVEN

Defcon requires procedural thinking and detailed tactical planning. The game does a good job of weaving several interfaces together to create a challenging environment.

Using a Doom-style first-person view, you travel around the station and fight off invading Berserker bots. Don't be fooled by the Doom-like combat, however. It's limited, and definitely not the focal point of the game. When alien spacecraft attack, you fight them in a classic first-person shoot-em-up. The serious strategy action, however,

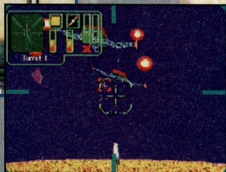


PROTIP: Position your Combat Droids around the station to fend off Berserkers.

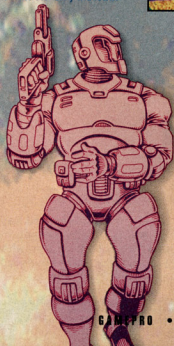
DEFCON 5



PROTIP: Berserkers are too numerous for you to attack them head on. Ambush 'em, instead.



The gun-turret view reveals a classic shooter.



PROTIP: Use the VOS to lock and unlock doors from the Station Map. It's the best way to keep Berserkers at bay.

PROTIP: Send Recon Droids to downed alien ships to recover important items.

PROTIP: Some doors lock if air quality is bad. Open other doors to circulate fresh air, and the locked door may open.



Well-crafted cinematics set up an intriguing sci-fi scenario.

PROTIP: More powerful weapons lie in the station. They're just few and far between.

spaceship attacks may drive you crazy, not because of the intense challenge but because the travel between gun turrets takes an interminably long time.

AVERAGE AUDIO/VISUALS

Defcon's graphics and sounds won't distract your deep thinking, either. The visual highlights are the excellent, animated cinematic sequences and the slick VOS computer interface screens. The first-person gameplay by which you live or die, however, is decidedly ordinary.

The sounds are definitely low-key but effective. The crystal-clear computer voice relays critical info and the edgy music keeps the atmosphere ominous.

HIGH FIVE

Defcon 5 is tough, slow, and epic. If you're up to a Herculean strategy challenge, Defcon is definitely for you.

PROTIP: The control room entrance is in Administration Level 6.

PROTIP: Turret control can be accessed only from the control room.

PlayStation Game Profile

Defcon 5

(By Data East)



Defcon 5 is a complex sci-fi strategy game. Don't let the minimal Doom-style combat fool you — this game's stress factor is aimed straight at your brain.



\$59.95
CD
Available now
Strategy

1 player
First-person view
Multiscrolling
Save feature

ADV.

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PlayStation

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NYR
NOT YET RATED



By Scary Larry

There's a flashy new racer in town, and although it won't come near the speed or finesse of Ridge Racer, OWI Extreme has a shoot-em-up arcade mentality that will appeal to most PS owners.

World of Good

You pilot an off-roading, missile-firing, nuclear-warhead-equipped vehicle across five planets, wasting enemy vehicles for profit and fun. With the profit, you can enhance your vehicle with better



PlayStation



PROTIP: Press Jump when leaping off ramps. Power-ups and coins are often outside of view above ramps.



PROTIP: Swerve constantly when being chased. You may lead a tailgating enemy right onto a mine.



PROTIP: Flying nightmares? Use your missiles on any jets you encounter in a level.

Off World Interceptor Extreme By Crystal Dynamics

Graphics	Sound	Control	Fun factor	Challenges
3.5	3.5	3.5	4.0	ADJ.

\$49.99
CD
Available now
Racing
2 players
Multiple views
ESRB rating: Mature
Adjustable

weapons or upgrade to a powerful new vehicle.

A profusion of options means you have a mass of buttons to memorize. Switching between weapons will require some manual gymnastics.

The chunky graphics have some pixelization but no slowdown. And although the alien worlds could have used an imagination boost, everything else is clean and fast.

Techno background music stays true to the hard-driving action, and the explosions and other sound effects are speaker rockers.

Extreme Game

Off World Interceptor Extreme may sound a lot like Rock 'n Roll Racing for the SNES, but it isn't. The views (behind the car and in the cockpit) put you up close and personal into the action, and the speed and explosive gameplay make this one rockin' racing game. After all, blasting aliens while riding a four-wheel drive vehicle is a Texan gamer's dream. **A**



By Videohead

It's a game about a movie that's about a game, right? In general, games based on movies are less than inspired. Sadly, Street Fighter: The Movie digs that grave one foot deeper.

Beat Fighter

You get more than ten seconds of load time between bouts, combos that aren't the same, fighters that are glitchy (like when they take a hit and



PROTIP: Don't be fooled! When you see this error message, press Start anyway.



PROTIP: Use the slowdowns during gameplay to your advantage — come out of them with a special or super move.

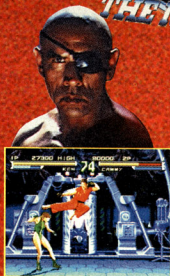
end up somewhere else on screen), a lag between commands and action...and the moves of Street Fighter...er... sort of.

With SF Movie, Acclaim attempted to make a Street Fighter game out of Mortal Kombat-style digitized graphics. It doesn't work here. The washed-out sprites don't even look like the movie's actors.

The voice-overs are awful, but in general the sound quality is good. Clear grunts and groans punctuate the action throughout the game.

Retreat Fighters!

Acclaim's only chance of getting the books in the black on this one is to beat word of



PROTIP: You'll find cross-ups aplenty. Use them often.

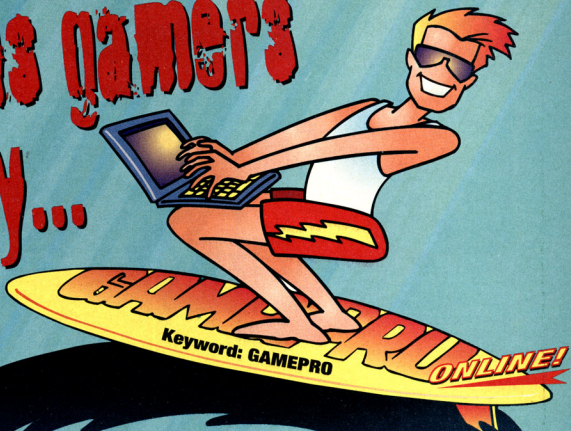
mouth and sell enough units before gamers know just how feeble this product is. Smart fighters will turn and run away and live to play an actual Street Fighter product another day. **D**

Street Fighter: The Movie by Acclaim

Graphics	Sound	Control	Fun factor	Challenges
3.5	4.0	2.5	7.0	ADJ.

Price not available
CD
Available now
Fighting
2 players
Side view
ESRB rating: Teen

serious gamers
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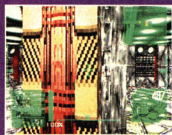
By Tommy Glide

Iron Angel did it on the 3DO. Robotica did it on the Saturn. Now Kileak does it on the PlayStation: These games re-spin the Doom formula, and fail by casting cheesy robots as your enemies.

Blender Wars

As an elite soldier investigating a distress call in the year 2038, you must search a South Pole research station and destroy the evil robots you find there. Kileak blends some of Myst's seek-and-find elements with Doom's standard corridor shooting and weapon gathering. But these kamikaze veg-o-matics look about as threatening as the Jetsons' maid, and the game is nowhere near as intense as Doom.

Despite the boring enemies, Kileak shows off some



PROTIP: Look for orange-and-red-striped walls for battery recharges. Visit them often and before you leave the level.



Finish a level, and you're treated to some snazzy full-motion video.

Kileak: The DNA Imperative
By Sony Computer Entertainment

Graphics	Sound	Control	FunFactor	Challenge
4.0	3.5	3.5	3.0	INT.

\$59.95
CD
Available now
Shooter
1 player
First-person view
Multiscrolling
3 save slots
ESRB rating: Teen



PlayStation



PROTIP: Enemies hide behind doors, so open the door and quickly retreat with your gun blazing.

KILEAK

The DNA Imperative

of the PlayStation's graphical capabilities. The research station features considerable detail, the rendered cinema sequences add some much-needed spice, and the scrolling is as smooth as glass.

The clean vocals and explosive sounds deliver. You don't, however, get any solid effects from your mechanized suit, and the wimpy techno soundtrack downplays the urgency of your mission.

Return of the Salad Shooter

The game controls well, and moves at a fairly brisk pace. Limited radar and the ability to move left and right and look up and down are all in your favor. But these won't save you from the enemies, who rely on cheap attacks.

Kileak isn't bad; it's just too polite. PlayStation owners who want the real thing, complete with attitude, should check out Doom. **G**



By Videohead

Sure, NBA Jam Tournament Edition for PlayStation boasts all the features of the arcade game. But the ball doesn't bounce so high for the next generation. By now, most gamers are aware of the new options in T.E. — more players, substitutions, and so on — so let's go straight to the nitpicking.

It Isn't the Shoes

The graphics look good. The crowd movement from the arcade version is intact, and the scaling from the back to the front of the court is respectable. But the definition of elements like players' faces compares unfavorably to the



PROTIP: Power is the most important stat to possess.



PROTIP: Rather than simply stealing, go for a knockdown to reduce an opponent's stamina.



Games are the only way to Jam.



T.E.

TOURNAMENT EDITION

detail in the arcade game. And you sometimes lose a player's noggin off the top of the screen on a monster jam.

T.E. provides plenty of new voices, including player names from the announcer. Sadly, they sound a bit choppy, and purists may snivel about a few choice clips that went AWOL (along with the crackling of the ball on fire). The other sound effects are excellent.

The A.I. presents the game's biggest drawback. It's so tough that even the lower difficulty levels can be murder. As a result, the FunFactor takes a hit and replay value drops considerably.

Jammed Out?

Give this CD a rent before purchasing it. The new options are welcome, but the few missing effects and flaky A.I. will make you think before you make your PlayStation JamStation. **G**

NBA Jam Tournament Edition by Acclaim

Graphics	Sound	Control	FunFactor	Challenge
4.0	4.5	4.0	3.0	Intermediate

\$59.95
CD
Available now
Fantasy basketball
4 players
Side view
Battery save
ESRB rating: Kids
to Adults

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THE SOURCE



BEHIND THE FORCE.

SEGA SATURN™

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Saturn



By Scary Larry

Finally, a fighting game for the Saturn that looks, feels, and moves just like its arcade counterpart. *Virtua Fighter 2* is a fighter's dream, and fans of the original VF have much to rejoice about. Nonfans may also find the game addictive. This is certainly the game to have if you own a Saturn.

Swing Lau

With a story line that's the standard "I wanna win the tournament" bravado, VF 2 is a two-player, one-on-one fighting game featuring ten fighters with authentic martial arts techniques. The styles range from Pai Chan's White Crane Fist to Shun Di's Eight Drunken Immortals.

These styles, coupled with fluid movements for each fighter, make for a realistic fighting game. There are no flaming fists (Street Fighter), projectile fireballs (Mortal Combat), or animal friends (Samurai Shodown). All you have are your fists, feet, and some fury.

There are also new options, like a Tournament mode, Watch mode (where you see

two randomly chosen fighters duke it out), Immediate Ranking and Expert modes, and lots of fighter modifications (like life-bar adjustments and enemy skill levels). You won't see any new fighters, though, and the boss is still Dural. Her last stage is now undersea, and your movements are hampered by the water.

In addition to the greatly enhanced graphics, you also get a new, funkier soundtrack, different backgrounds, and tons of moves that were upgraded from the original VF for every character.

Fists of Fury

The graphics consist of high-quality, super-smooth sprites with clean, multilayered backgrounds. The animation on each fighter is fantastic, and so close to real that your nose may bleed after you get hit. Lots of attention was paid to detail, with fighters bobbing in anticipation during lulls in the action and ponytails flapping in unseen breezes. There are also some minuses, including missing background touches like the bridge in Shun's stage.

The sounds are the right mix of jazzy technofunk and hard-hitting sound effects. You may notice that some



voice effects, especially Shun Di's, are different from the arcade version. With all the attention to detail, this minor occurrence will seem large only to true fans.

The controls are easy to master because the game uses only three buttons. Although several moves require you to simultaneously press two or more buttons, Sega simplifies this by putting Punch and Guard on Button X, and Punch and Kick on Button Y. This

makes several special moves easier to execute.

Piece of the Pai

Sega's first-ever original fighting game, which was a huge hit in the arcades last year, is now the number-one fighting game on the Saturn. Great graphics, smooth controls, and hours of enjoyment are elements sadly missing from games today, but VF 2 has it all. If you own a Saturn, *Virtua Fighter 2* is probably the reason. And it was worth its wait in gold! **G**

Akira Yuki



Use the Power Uppercut (tap Δ , Punch) to throw off an opponent and knock them down.



When Akira tosses you behind him, quickly turn around with a punch or kick.

Pai Chan



Speed is Pai's strength. When opponents are guarding low, hold \rightarrow and tap (GPK), and she'll cartwheel over them. Follow up with a sweep.



Pai counters most kicks and throws. Sweep her and attack with long-range kicks.

Saturn Game Profile Virtua Fighter 2 (By Sega)



The wait is finally over! VF 2 is ready, willing, and able to deliver all the high-octane fighting excitement you've been able to play only in the arcades!

Graphics	Sound	Control	FunFactor	Challenge
5.0	5.0	5.0	5.0	5.0

ADJ.

\$69.99

CD

Available now

Fighting

2 players

Side view

Multiscrolling



Lau Chan



Lau has very quick and effective spin Kicks. But you may want to try his forward Cartwheel Kick: tap (↗K) for range.



Lau is fast and smart. If you repeat moves, he'll catch on. Go for his legs and pound him when he's down.

Jeffry McWild



Another powerhouse, Jeffry has a devastating triple head butt. Tap ←, (→PK), (→PK), (→PK).



Jeffry is another throwing master. Hit him with long-range attacks, like Wolf's Scissor Kick.

Sarah Bryant



Sarah is one of the most powerful players in the game, and her PPPK combos are the best. She can kick players when they're down (tap ↘, K).



Watch for her long, lethal legs, which come at you with deadly speed. Crouch low and uppercot out of combos.

Shun Di



Shun may appear as an old drunkard, but he's the smartest and craftiest fighter in the game. Try his Fall Back by tapping →, (PK6).



Shun stays low to the ground, so mid-level attacks are the most effective. Forget throwing him.

Wolf Hawkfield



Wolf's power is devastating. His two-handed uppercot is a great waiting move. Hold ↓, and tap (→P) when the opponent is near.



Wolf is a thrower. Stay out of his range with long, low kicks.

Kage-maru



Another speedy player, Kage's devastating Chop Sock (tap ←, ←, P) is very effective.



Watch for Kage to double up on moves, like throwing you in the air then coming in with a sweep. Play close and use throws.

Jacky Bryant



Probably the most powerful player, Jacky has lightning-fast speed and awesome power. Tap ←, →, (PK) for a trip and punch combo.



Use short jabs and sweeps against Jacky. Counter with throws.

Lion Rafale



Lion's not very powerful, but he's quick and has a ton of moves. Try fooling opponents with his long-range cartwheel (tap ↗, K).



Watch your feet around Lion - he sweeps with deadly accuracy.



For strength, speed, and that
healthy reptilian glow.



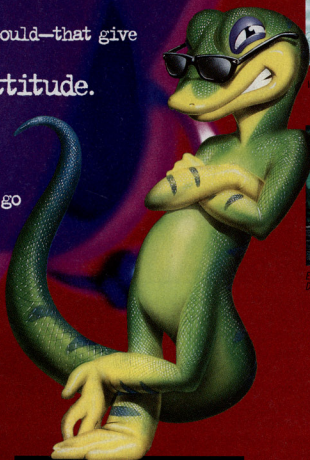
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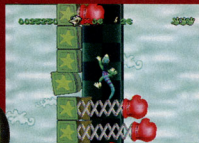
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Saturn



By The Axe Grinder

Off-World Interceptor Extreme isn't as intense as the title implies, but it's a fun ride, nonetheless. This fast-moving shoot-em-up leaves something to be desired, but it does have a unique racing and shooting style—it's like Mega Race without track boundaries.

Zoomed Out

Using either a first-person or a behind-the-car view, Extreme has four options: Training, Story, Arcade, and Battle. The



PRO TIP: When fighting the boss on Scorch, stay close but off to the side of its rear tires so you score hits without taking any.

first three are for one player; the last one allows you to go head to head.

In the one-player modes, the object is simple: zoom around five planets shooting



Blow away a friend in the two-player Battle mode.



bad guys and collecting items. At the last stage of each planet, you must destroy a giant vehicle. Most of the bosses are simple to defeat once you learn their easy patterns. In each area, you're also under a time limit to reach the finish line. The two-player Battle mode isn't much fun; the confining side-by-side split screen doesn't provide any intense action be-

cause of the limited field of view. Control in either mode is always dead-on, but you'll need time in the Training mode since all six buttons perform critical functions.

Graphic Breakdown

With all the zooming views and the onrushing surfaces, Extreme's graphics lose points for slowdown and some pixelization. Things onscreen also have a tendency to get overcrowded, making it impossible

especially in hilly areas. The full-motion video sequences are well done with the nice touch of two wisecracking commentators à la Mystery Science Theater 3000.

The sounds aren't Extreme, but they're decent. The rockin' tunes go perfectly with the



PRO TIP: In the cloudy or foggy stages like Atlantia Point and Bastion, use the radar in the upper-left corner to track approaching objects and enemies.



PRO TIP: Don't speed after the Bastion. Instead, slowly move toward him and fire when he's in range.



PRO TIP: Shoot down aerial attackers by rearing up on the back two tires and firing.

fast action, but the effects lose some audibility against the screaming guitars and the grind of your vehicle's motor.

Rock and Roll Shooting

Extreme does a good job of combining racing and shooting. However, this is more of a test drive than a game you'll drive off the lot to keep. **G**



The commentators in the one-player Story mode

to see where you are, much less who's shooting you. You can also ride for stretches with your vehicle upside-down,

Saturn Game Profile

Off-World Interceptor Extreme

(By Crystal Dynamics)



While far from perfect, Off-World Interceptor Extreme provides good thrills and a nice combination of racing and shooting.



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Genesis



By The Outlaw

Separation Anxiety is brainless beat-em-up barbarism at its best! The webbed wonder's latest action/thriller lets you play as either Venom or Spider-Man through 13 levels packed with ruthless villains and tumultuous thugs in the thumb-punching tradition of carts like Streets of Rage.

Sticky Situation

Although Venom and Spider-Man are bitter enemies, they must work together to defeat five aliens before the aliens morph with their host and spread terror throughout the world. Along the way you

fight enemy after relentless enemy, and if you make it to the end, you'll witness the resurgence of Carnage, another Spidey villain.

The great player control gives each hero an array of moves from web slinging and wall crawling to scissor kicks and power moves. There are many power-ups throughout the game, but the best by far are the superhero icons, which



PROTIP: Call on your friends to help you out of situations you can't handle alone.



PROTIP: This boss jumps around and uses speed to her full advantage. Wait for her to stop, then hit her with all you've got.

SEPARATION Anxiety



PROTIP: Use your shoulder block to bowl over enemies that approach from across the street.



PROTIP: You can't hit Jury when he's in the air. Either wait for him to come down and then pounce on him, or call on Hawkeye to shoot him out of the sky with his arrows.



PROTIP: These orbs fade out right before they shoot. Back away from the laser. When it stops shooting, jump in to destroy the orb.

Genesis Game Profile Separation Anxiety (By Acclaim)



This no-holds-barred slugfest would even get Aunt May's blood pumping. You should have no anxiety about playing the latest Spider-Man cart.

Graphics	Sound	Control	Fun/actor	Challenge
3.0	3.0	4.0	4.0	Intermediate

\$69.95

Mega not available

Available now

Beat-em-up

2 players

13 levels

Side view

Multiscrolling

Passwords



PROTIP: When thugs try to surround you, use your web to snag one from each side and knock them into each other.

enable you to call on Captain America, Hawkeye, Daredevil, or Ghost Rider when you need someone to watch your back.

Venomless Features

The graphics and standard layout of the levels won't win awards for originality or

substance. The sprites lack detail, the thugs have washed-out faces, and the heroes look dated. Instead of beautifully bright animation, drab graphics drag the game down.

Soundwise, Separation Anxiety does little to redeem itself from its graphics rating. The game deserves dynamic music, digitized voice, and maybe some cool effects, but lacks all these key ingredients. A ruthless punch delivered squarely in the face of a metal robot, for example, sounds like a finger tapping against a soda can.

Web of Intrigue

With all its faults, Separation Anxiety still delivers rock-em, sock-em action. It's well worth playing through the next time your spider sense begins to tingle. **C**



PROTIP: Move around until a group of enemies is lined up together. Then take them all out with one blow.

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Genesis



By Air Hendrix

Based on Disney's latest animated extravaganza, *Toy Story* will bewitch you with eye-popping graphics. But its beauty is only surface deep: The dull gameplay will please only diehard fans of the flick.

Beautiful Story

Following the film's plot, Woody, a pull-string cowboy, suddenly faces competition from new arrival Buzz. When his jealous plan to regain the top spot backfires and endangers Buzz, Woody must rescue his foe or be outcast by the other toys.

Equipped with only a whip and jump, you explore bedrooms, a pizza parlor, and the

neighbor's house from the perspective of a small toy. Renegade toys and other evils stalk you as you uncover routes past looming book

shelves and other towering obstacles.

Using a proprietary new graphics technology, Disney nearly transforms your Genesis into a Saturn with graphics that are astonishingly similar to *Clockwork Knight's*. Everything's rendered in striking 3D detail and moves with fluid realism. The plain one-color backgrounds, however, detract from the 3D feel.

The sounds aren't as sharp. Scratchy voice samples chime in now and then, but not often enough. The bouncy tunes and effects maintain the toy-ish atmosphere, though.

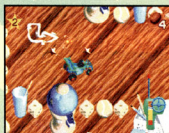
To Infinity...

Unfortunately, *Toy Story* doesn't support its innovative graphics with equally innovative gameplay, as recent stars like *Vectorman* do. Although the action runs the gamut from hop-n-bop to racing to Doom-style shooting, the actual gameplay often involves laborious tasks like putting away Woody's toy friends or steering a temperamental car through an obstacle course.

The lack of passwords or saves adds to the tedium because delving deeper into the game means replaying these rote scenarios over and over again. To make things worse, the finicky controls burden you with mushy jumps and a whip that connects unpredictably.

...And Beyond

For those who can overcome the plodding pace, *Toy Story's* fun comes from its engaging graphics and impressive variety. Veteran gamers won't face many challenges, but younger kids who were captured by the movie's charm will find the going tough. This *Story's* worth a quick read to see where you fall, but *Vectorman's* a much better tale. **G**



PROTIP: In Level 2-1, release the gas before you move the steering wheel, or you'll lose control.



PROTIP: In Level 1-1, head up and to the left from the second tennis ball to obtain a 1-up that's back at the beginning of the stage.



PROTIP: You always lose the race in Level 1-3, so take the time to pass carefully by the hairy obstacles.



PROTIP: In Level 1-2, first collect all the stars while releasing your friends along the way. Then bounce your friends back into the toy box and climb onto the bed.



PROTIP: When riding Rex, time your jumps over the trains so that you don't collide with the planes overhead.



PROTIP: Whip aside choppers to collect the stars and other goodies they guard.



PROTIP: To beat the first boss, whip aside the balls that float around him, then dodge the laser blasts and hit him only when he's checking his watch.

Genesis Game Profile

Toy Story

(By Disney Interactive)

Despite the stunning graphics, *Toy Story's* uninspiring gameplay makes for merely fleeting fun.

Graphics	Sound	Control	Fun/actor	Challenge
5.0	4.0	3.0	3.0	Intermediat

\$59.99

32 megs

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Action/adventure

1 player

5 levels

18 stages

Multiple views

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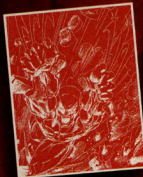
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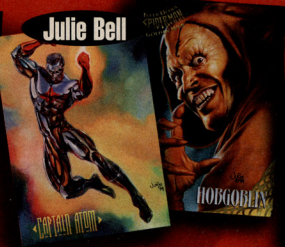
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CHECKLIST ART

TOPIC SURSET

- 3 Superman vs. Hulk
- 2 Captain America
- 3 Elektra
- 4 Hulk
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- 6 Hammer
- 7 Quicksilver
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| MARVEL VILLAIN | 65 | Venom vs. Lobo |
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| MARVEL VILLAIN | 89 | Captain America vs. Zane |
| MARVEL VILLAIN | 90 | Thunder vs. Bulwark |
| MARVEL VILLAIN | 91 | Lightning vs. Electro |
| MARVEL VILLAIN | 92 | Harpoon vs. Shark |
| MARVEL VILLAIN | 93 | Spider-Man vs. Superboy |
| DC VILLAIN | 94 | Green Lantern vs. Green Arrow |
| DC VILLAIN | 95 | Deathstroke vs. Jaxxon |
| DC VILLAIN | 96 | Mr. Freeze vs. Ice Cream |
| DC VILLAIN | 97 | Shazam vs. Doctor Doom |
| DC VILLAIN | 98 | Spider-Man vs. Joker |
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| DC VILLAIN | 100 | Superman vs. Juggernaut |
| DC VILLAIN | 101 | Steel vs. Absorbing Man |
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|---------------------|-------------|------------------------------|
| HERO VS. HERO | 1 of 10 | Avengers vs. JLA |
| HERO VS. VILLAIN | 2 of 10 | Avengers vs. JLA |
| HERO VS. VILLAIN | 3 of 10 | Avengers vs. JLA |
| HERO VS. VILLAIN | 4 of 10 | Avengers vs. JLA |
| HERO VS. VILLAIN | 5 of 10 | Avengers vs. JLA |
| RIVALRY | | Wonder Woman vs. Supergirl |
| HERO VS. VILLAIN | 6 of 10 | Avengers vs. JLA |
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| HERO VS. VILLAIN | 11 of 10 | Thanos vs. K-Monster |
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| HERO VS. VILLAIN | 17 of 10 | Thanos vs. K-Monster |
| VILLAIN VS. VILLAIN | 18 of 10 | Thanos vs. K-Monster |
| VILLAIN VS. VILLAIN | | |
| VILLAIN VS. VILLAIN | 1 of 12 | Sabretooth vs. Wolverine |
| VILLAIN VS. VILLAIN | 2 of 12 | Apocalypse vs. Namor |
| VILLAIN VS. VILLAIN | 3 of 12 | Captain America vs. Iron Man |
| VILLAIN VS. VILLAIN | 4 of 12 | Iron Man vs. Hulk |
| RIVALRY | | Quicksilver vs. Flash |
| VILLAIN VS. VILLAIN | 6 of 12 | Superman vs. Hulk |
| VILLAIN VS. VILLAIN | 7 of 12 | Silver Surfer vs. Hulk |
| VILLAIN VS. VILLAIN | 8 of 12 | Wolverine vs. Sabretooth |
| VILLAIN VS. VILLAIN | 10 of 12 | Shazam vs. Thor |
| VILLAIN VS. VILLAIN | 11 of 12 | Shazam vs. Thor |
| VILLAIN VS. VILLAIN | 12 of 12 | Wonder Woman vs. Supergirl |
| CHECKLIST | 1 of 2 of 2 | Multiple Genres |

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CAN YOU ESCAPE SCARY LARRY'S DESERTED HAUNTED PRISON??

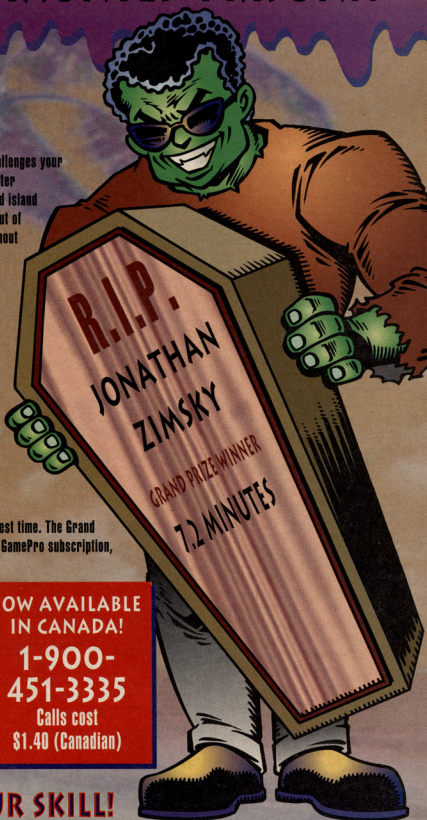
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Super NES



By Air Hendrix

Rich in Marvel Comics lore, Separation Anxiety swings onto the SNES for a fun clobberfest. Veteran superheroes will quickly save the day, but you won't want to separate yourself from the snazzy graphics and solid action until you do.

POW!

Spidey and Venom form an uneasy alliance to foil the latest evil: The diabolical Life Foundation is threatening humanity with megasoldiers created from Venom's symbiote offspring (giving him a case of "separation anxiety"...and a silly game name). The two archrivals realize that working together is the only way to save the day, so

one gamer can play as either character, or two can play as both simultaneously.

Each hero bashes heads and slings webs with the same impressive array of moves, including wall-crawling, Web Bolts, Web Lines, and Web Shields. Although the web moves can be tough to pull off, everything else handles just like a state-of-the-art beat-em-up should. In a killer touch, power-ups let you summon friends like Captain America, Ghost Rider, Daredevil, and Hawkeye to save your tights-wearing butt.

The action, however, definitely travels too far down



PROTIP: You can't jump bullets when enemies shoot - move out of their line of fire instead.

easy street. You'll polish off the bosses with a string of punches and guest cameo or two, and the unending streams of street toughs grow repetitious. But Separation's fun comes from its fast pace, a long series of varied levels, and rowdy rumblin'.

THWACK!

Outshining the Genesis version, the graphics sport bright colors and cartoony detail that, though unrealistic, per-



PROTIP: Always check the upper reaches of the walls for valuable power-ups.



PROTIP: When you're about to lose a life, summon a superhero buddy to eliminate your foes. They might cough up the heart you need to survive.

SEPARATION ANXIETY™



PROTIP: As Spidey, enter a secret room with a 1-up by going to the upper-right corner at the beginning of Stage 1 and pressing the Punch button.



PROTIP: When you're pinned between two enemies, use the Web Line move to reel them in and slam their heads together.



PROTIP: If you're surrounded, climb out of harm's way, drop in on your enemies with a jump kick, and then climb back up.

fectly create an enticing comic-book look. Spidey and Venom move with menacing authority through dank city streets, mazelike ventilation shafts, and creepy forests.

The sound paces the action with equally cartoony thumps and whacks. But the range of effects, especially for

web noises, is pretty limited, and the vanilla rock won't even register while you play.

WHAM!

Despite its lukewarm challenge and replay value, Separation takes the trophy from earlier Spidey adventures. Rent before you buy, though. A lively weekend of superhero sluggin' will probably get you to the finish, and you'll have a blast along the way. **C**

Super NES Game Profile Separation Anxiety (By Acclaim)



Don't be fooled by the goofy title - you'll be anxious to conquer this fun but fleeting Spider-Man and Venom cart.

Graphics	Sound	Control	Fun factor	Challenge
4.0	3.5	4.0	4.0	Intermediate

\$69.95

24 megs

Available now

Action/Adventure

2 players

13 levels

Side view

Multiscrolling

Passwords

SONY



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PC Gamer Editor's Choice

"Every bit as clever as the original." - Game Players

"An immersive, satisfying and original experience." - Ultimate Gamer

"The only complaint I have is that I wish I had more time to play the game...3D Lemmings is a winner." - Electronic Gaming Monthly (Editor's Choice Gold)

KIDS TO ADULTS



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By Videohead

If you get a big, hairy kick out of your uncle's pull-my-finger jokes, you'll dig Boogerman. Fortunately, you'll also want to pick this one if you just enjoy a quality side-scrolling platformer once in a while.

Booger and Better

This picking, flicking, belching, butt-blasting adventure is straight platform action. Six worlds include four levels plus an end boss. Lots of hidden areas aplenty can be found by blasting rocks



Super NES



PROTIP: Press and hold Down over trash piles and cow pies to dig and find hidden items.



PROTIP: Get 30 plungers in every level to earn a bonus life at the end of that stage.



PROTIP: Instead of bopping enemies, stand back and fart, burp, flick, or hawk loogies. Those moves are much safer.

Boogerman by Interplay

Graphics	Sound	Control	Fun/Factor	Challenge
4.0	4.5	4.0	4.0	INT.

Price not available
24 megs
Available now
Action/adventure
1 player
14 levels

Side view
Multiscrolling
Passwords
ESRB rating: Kids
to Adults

with super burps or farts and by flushing yourself down toilets.

You want control options? Boogerman runs, jumps, pushes, flicks boogers, launches loogies, burps, farts, and even has powered-up versions of the burp, fart, and jump.

If you played the Genesis version, you don't need to bother — this game's a straight portover. As expected, Boogerman SNES offers a few improvements in graphics and sound. This Booger has more colors, better voice, much better sound (those with good stereos are gonna love the bass), and slightly better control. Nothing else is different.

The Polite Need Not Apply

Although sophomoric, Boogerman offers quality play. If you find fart humor disgusting, check out Miss Manners' latest book. The rest of us will enjoy this adventure game, even if it is chock full of free-flowing phlegm. **G**

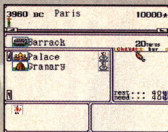


By Sir Garnabus

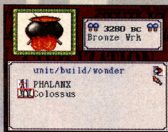
Civilization is good fun for aspiring empire builders. Despite a slow pace, thought-provoking challenge makes this complex strategy game stand out on the usually action-packed SNES.

History in the Making

If a 72-page instruction manual frightens you, pass Civilization V. This major strategy cart asks you to plan out cities, protect them, spread your society out into the world, and keep your citizens happy. Your goal is to be the first society to rocket into space, and



PROTIP: Your cities' defense and production should be your main concern early on, so build granaries and barracks first.



PROTIP: Pottery, bronze, and burial rites are the basis of many higher technologies that you will want later on, so develop them early.

SID MEIER'S

CIVILIZATION

you must make every decision to advance your population before that can happen.

Civilized Features

The graphics and sounds are better than what you'd find in the average strategy game. A subdued mix of decent animations and sharp still pictures of your cities works well to illustrate your leadership prowess. The enjoyable vari-

ety of sound features a different tune for every situation.

As you grasp the game's intent, it becomes easier to control your movable units and make decisions between turns. Menus are easily accessible, and the point-and-click movements are smooth.

Civilization is a finely crafted strategy cart. Don't be put off by the slow action — world domination will soon overcome you for a fun, fascinating trip. If you're looking for an above-average workout for your brain, make it back to Civilization. **G**



PROTIP: Use outdated militia to explore uncharted regions before building a city. They can make peace with enemy powers, find helpful warriors, and flush out bandits.

Sid Meier's Civilization by Koel

Graphics	Sound	Control	Fun/Factor	Challenge
3.5	2.5	3.5	4.0	ADJ.

\$74.95
12 megs
Available now
Strategy
1 player

Map view
Multiscrolling
Battery backup
ESRB rating: Kids
to Adults



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By Major Mike

As the predecessor to Doom, Wolfenstein still packs a punch as a first-person shooter. But veteran players of Doom may find this game a bit too mild.

Achtung, Baby!

Trapped inside a Nazi fortress in WW II, you have only one way to escape – blast your

way to freedom. The enemy soldiers are heavily armed, but if you can kill them, you can pick up the weapons they drop – flamethrowers, machine guns, Gatling guns, and rocket launchers. You can also find these items in the ample secret rooms that are hidden in the walls of the castle.

Although the action is set on a single plane (there are no stairs to climb), the game is a



Check out your bonus at the end of a stage.

bly fast – maybe too fast – and it's easy to get caught in tight areas, especially doorways, when you need to move quickly from room to room.

The rousing music features classic military drums. The sound effects are also well done, from the pitter-pat of the machine gun to the crash of the bazooka launcher. The voices are intelligible – you hear a triumphant "Yeah!" when you find a valuable item, your attackers bark out commands, and the attack dogs squeal.

The only problem is the controls – they're far too sensitive. Lining up the bad guy in your sights is difficult because the slightest tap on the pad can throw off your aim. Also, accessing the map of your current floor is awkward; you must press three buttons simultaneously, which risks accidentally firing your weapon and wasting ammunition.

Eatenze Lead

Although it joins a genre that's starting to look tired, Wolfenstein 3D is a very entertaining translation of the PC title. If you found Doom too intense, give this one a try. **G**

Straight Shooter

Wolfenstein's graphics are excellent and have little pixelization, even when you're close to objects. The scaling is incredi-



PROTIP: When you meet a big boss, stay as far away as possible and use hit-and-run tactics.



PROTIP: Press on the walls – especially on the pictures. You may reveal hidden rooms filled with goodies.



PROTIP: The dog food doesn't just nourish the dog – you can eat it and earn health points!



PROTIP: Open a door, run into a room, then run back out. You'll lure your enemies into your area, one at a time...



...but if they're killed in the doorway, the door will remain open.



fun, mindless exercise in shooting and keeping your enemies on a steady diet of lead.

3DO Game Profile Wolfenstein 3D (By Interplay)

MATURE
The classic first-person shooter looks great, but its age and sensitive controls leave something to be desired.

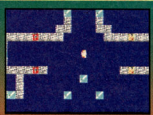
Graphics	Sound	Control	Fun Factor	Challenge
4.0	4.0	3.0	3.5	ADJ.

Price not available
CD
Available now
Shoot-em-up

1 player
60 levels
First-person view



PROTIP: Switch to the knife before going into map mode.



This will keep you from accidentally firing and wasting ammo.

Flamin' Yawn trashed my house.
Psycrew stole my lady.
I've got a backpack full of snett.

This ain't gonna be no picnic.

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3DO



By Atomic Dawg

By now you know the routine: If it moves, shoot it! Killing Time is more than just a Doom clone, though – it's an adventure.

It's the 1930s and you're investigating the mysterious Conway Estate, where a rich-girl occultist disappeared along with her gang of party animals. It all has to do with finding an ancient Egyptian water clock (Killing Time...

20 levels to find magic objects and solve the Conway mystery.

Lurking specters make your trigger finger itch, but skittish controls will initially try your patience. Aiming with

PROTIP: For steadier shots during turns or sideways movement, simultaneously press Left and Right Shift or Right and Left Shift.

PROTIP: Double your guns. There's a second Colt .45 hidden in the Conway Maze.



get it?), but that's not the only "thing" you'll see your sights on.

Time for Killing

Killing Time is good thumb-mashing fun. It's a regular ghoulish safari as hordes of creatures, including zombie duck hunters, killer clowns, and disembodied demon heads, slaver after you. But your brain gets a workout, too, as you search through



PROTIP: Some dead ends you'll find in the autopilot mode are hidden doorways.

PROTIP: You can scamper past some creatures unharmed, such as the rolling slugs.

the sensitive directional controls practice, and two control gremlins will haunt you: You must press two buttons to switch weapons, and hold a button and press directionals to aim up and down.

Clone with Class

At least Killing Time's visuals keep the action menacing. The animation moves briskly, though it's no speed demon, especially compared to Wolfenstein 3D (see ProReview, this issue). The character graphics



PROTIP: Ghosts provide valuable clues, but they never change their stories.

aren't knockouts, either, but they're definitely eerie. In a great display of graphics sophistication, however, the firearms are four real-life classics: the Colt .45 Peacemaker, the 1932 Remington Pump shotgun (model 870), the 1928 Thompson Sub-machine Gun, and even the obscure Kleinschmidt Flamethrower.

Turn out the lights, and topnotch sounds create major creeps. Even though attacking monsters lack audio personality, moans, shrieks, and gurgles echo menacingly throughout the nightmarish mansion. The music also weirds out the atmosphere, ranging from eerie circus standards to ghostly new age jazz.

Make a Killing

Doom warriors should corral the controls, and they'll certainly enjoy this worthy ghost-hunting expedition. Killing Time's a great way to kill some time. **G**



PROTIP: The crates usually hide ammo, but they also explode if you shoot them.

Killing Time Classics



PROTIP: The Colt .45 Peacemaker is very accurate at long-range.



PROTIP: Two Colts lay down massive firepower. Center targets between the pistols.



PROTIP: The Remington Pump is powerful, but slow on the reload.



PROTIP: Sweep the Kleinschmidt Flamethrower from left to right to spread the napalm.

3DO Game Profile

Killing Time

(By Studio 3DO)

17 This creepy Doom clone has action, class, and an intriguing mystery for you to solve.

Graphics	Sound	Control	Fun/Factor	Challenge
4.5	4.5	3.5	4.5	4.5

\$59.95
CD
Available October
Shooter
1 player
20 Zones

First-person view
Forward scrolling
Save feature
Not rated by the ESRB
3DO rating: 17



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By Bonehead

Jag Pitfall is a fun, colorful action adventure – just like Sega CD Pitfall and the 16-bit Pits. It's no breakthrough, but it's no bungle in the jungle, either.

A Jungle Out There

This game puts you in the leather jacket of Harry, Jr., an Indiana Jones-style adventurer who's searching the Mayan jungles for his lost father. Platform jumping, simple mazes,

PITFALL

THE MAYAN ADVENTURE

quick bonus games, and an army of angry animals await.

The controls are varied and effective. A whip, stones, boomerangs, and other rudimentary weapons suffice because tough enemies are almost nonexistent. Harry is a nimble explorer, skillfully swinging from vines, climbing ropes, and bungee-jumping.

Pitfall Perils

If you saw the 16-bit games, you'll recognize these graphics. The Jag's identical visuals are a letdown considering the machine's supposedly superior power. There isn't even the Sega CD version's introductory footage.

The sound effects are the same as they ever were – suitably tropical – though they're not as densely layered as they were on the superior Sega CD version. Nor is the music as



Jaguar

CD



PROTIP: Jump above the decayed bridge to claim a life before you leave Xibalba Falls. orchestrated, though it still adds the appropriate atmosphere.

The only drawback to this game is its challenge. By now most people have played this 1994 title on another system. With nothing new added, you'll probably blast through it in a weekend. At least it'll be an entertaining weekend. **G**



PROTIP: To avoid oncoming obstacles in Tazamul Mines, jump your cart as soon as the light on your track turns red.



PROTIP: Early in the Lost City of Copan, leap from the top of the ruins to find a door leading to this Atari 2600 scorpion. Warp to the right, and you'll be able to access the old 2600 version of Pitfall.



By Bonehead

A mediocre old movie has just become an awful new game for the Jaguar CD. Highlander is one of the lowlights for Atari's new system.

Lowlander

Highlander puts you in the kit of Quentin MacLeod, a slow-



PROTIP: Run to an exit if you're weaponless when enemies surround you. This gate leads to the woods.

moving Scottish youth who's trying to rescue his clan and understand his mysterious heritage. You plod across fields, tediously looking for items.

If the controls were even marginally effective, running wouldn't have to be your primary defense against the enemies who attack at every turn. Your character often turns the wrong way, smacking right into enemies, and his feeble

punches and kicks look like a toddler's tiny tantrum. Highlander is high on frustration.

Beam Me Up, Scotty

The shame of it is that the graphics have the potential to make a decent game. The animation is generally as sharp and colorful as a good movie. Only the stiff, undetailed polygons of the main characters detract from the visual appeal.

The sounds add little. Eerie music drones on with very few effects to spark your interest, or support the action.

It's hard to think of anyone who would enjoy this game. Fight fans will scoff at the moves, Highlander fans will wonder where the action went, and other gamers will call up stores to ask about their return policy. Highlander leaves you high and dry. **G**



PROTIP: Run left in the first open field to find the Mother's Locket. Examine it to learn your true identity.

HIGHLANDER

The Animated Series



Highlander: The Animated Series by Atari

Graphics	Sound	Control	FunFactor	Challenge
4.0	3.5	4.0	4.0	Adjustable

\$59.99
 Price not available
 CD
 Available now
 Action/adventure
 1 player

10 levels
 Side view
 Multiscrolling
 Save feature
 ESRB rating: Teen

Multiple views
 Multiscrolling
 ESRB rating: Not yet rated

Pitfall: The Mayan Adventure by Atari

Graphics	Sound	Control	FunFactor	Challenge
4.0	3.5	4.0	4.0	Adjustable

\$59.99
 Price not available
 CD
 Available now
 Action/adventure
 1 player

10 levels
 Side view
 Multiscrolling
 Save feature
 ESRB rating: Teen

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kicked?**



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By

INTERACT

Make your
own rules.



By Major Mike

While it's great to see a shooter that uses vintage WW II combat planes, Aero Fighters 3 is



Neo-Geo

AERO FIGHTERS 3

basically a vertical scroller with a minor facelift. Sure it has plenty of action, but it's the same game you've been playing for the past few years.

New Story, Same Action

The Aero Fighting squadron's modern, top-of-the-line aircraft are destroyed, and the only available fighters are old prop planes. One big difference



PROTIP: In the desert tank bonus stage, stay at the bottom of the screen. The target tanks start to scroll faster.



PROTIP: Shoot all ground structures. Several buildings hide power-ups.

Aero Fighters 3 by Video System

Graphics	Sound	Control	Factor	Challenge
				ADJ.
3.5	3.5	4.5	3.5	Adjustable

Price not available
154 megs
Available now
Shooter

2 players
Overhead view
Not rated by the ESRB



Ten pilots – some veterans, some newcomers

with this version versus the previous two is in the two-player mode. In AF 2 you could mix your team of pilots; this time they're locked with their fellow countryman.

The stages are filled with ground and air targets and some clever historical battlefields. There are also gigantic bosses, but the stages seem shorter than in past games.

The graphics provide enormous explosions and visuals with well-drawn profiles of the pilots. The text between each successful mission, however, is horribly lame.

The audio portion is an excellent accompaniment to the colorful onscreen carnage, and the music also fares well. Since it uses only two buttons, the control is simple and responsive.

Shot Down

Overall, Aero Fighters 3 isn't a bad game; it's just not as fun as AF 2. The vintage planes offer a touch of class, but routine gameplay shoots Aero Fighters 3 down. **G**



By The Axe Grinder

With the awesome lineup of fighting games for the Neo, Voltage Fighter Gowcaizer quickly slips to the bottom of the quality chain. This has to be one of the most unappealing and dismal fighting games yet – an amplified statement considering this is the same system that gave us Samurai Shodown and The King of Fighters.

Not Worth the Fight

Ten warriors – everything from movie stars to robots to singers – (dis)grace the



PROTIP: To get rid of Karin's annoying duplication dwarf, hit it with a hard attack.



Ten playable fighters line up.

ter animation is on the sloppy side with clumsy sprites that make the fighters



screen. There's even a Galford rip-off with a dog that looks like it's made of water. The fighters are blessed with responsive controls, but their dull special moves are unoriginal. The game's most unique feature is the ability to use an opponent's special move once they're defeated.

The graphics and sound don't help either. The charac-

look awkward and silly. In the audio department, some of the effects sound suspiciously like those in Double Dragon with unintelligible expressions of victory and defeat. The music is nothing special either – mostly rock riffs with a touch of jazz.

Power Outage

Gowcaizer is a low for the Neo – and for fighting games in general. This is one game that's hardly worth the fight, though maybe it's worth a laugh or two. **G**



PROTIP: When you defeat an opponent, pick your special move carefully and make sure it doesn't duplicate one you already have.

Voltage Fighter Gowcaizer By Technos of Japan

Graphics	Sound	Control	Factor	Challenge
				ADJ.
2.5	2.5	4.0	2.0	Adjustable

Price not available
166 megs
Available now
Fighting

2 players
Side view
Not rated by the ESRB

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By Scary Larry

Shaq's back, but the larger-than-life basketball superstar is reduced to a shell of his former self. Shaq Fu for the Super Game Boy is injured and should be taken out for the season.

Shaq, Rattle, and Roll

Nowhere near as good as the mediocre 16-bit titles, Shaq Fu for the SGB is a waste of time and thumb tendons. Even portable fans will soon tire of



the flaccid controls and rinky-dink gameplay.

You battle against a bud, take on the computer, or wade through a pretentious story scenario that's definitely NBA (nothing but atrocious). Although there are special moves in the game, you can just as easily win by kicking and punching.

The graphics are a small blur, and special moves don't



PRO TIP: Use your shield (tap Down-Toward and Button A) whenever you're being barraged by projectiles.

Shaq Fu by T+HQ				
Graphics	Sound	Control	Fun factor	Challenge
2.5	2.0	2.0	2.5	Adjustable
\$29.95				
4 megs				
Available now				
ESRB rating: Kids to Adults				
2 players				
Side view				
ESRB rating: Kids to Adults				
Fighting				



Super

Game Boy

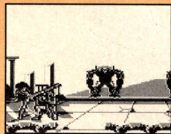
Super



PRO TIP: Jump-kick for a bigger energy drain on opponents.

look very special. The detail on all the fighters is lost, and even Shaq's face in the intro screens looks nothing like him.

The music is annoying and way too pervasive. Don't expect to hear the Game Boy au-



PRO TIP: The roundhouse kick (tap Away and Button B) is an effective attack when you're playing the computer.

dio innovations from Metroid or Super Mario Land 2 in this weak cart.

Shaq Smack

True Shaq fans would be better off watching taped games. And fighting fans need not apply because this has nothing to offer that you would want. This is no Love Shaq, just a bunch of Fu-eee. **G**



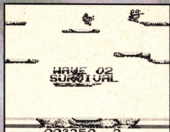
By Tommy Glide

Want to "Defend" your people from swarms of aliens or fly an ostrich into a "Joust"? Get pumped for Nintendo's two-in-one pack featuring both of these classic arcade titles.

Flapping Frenzy

Defender reappears with familiar side-scrolling, alien-blasting levels. But it looks more like the Atari 2600 version than the coin-op classic.

Joust brings back ostrich-riding air combat with its simple flap-or-fall formula. Joust offers two modes: the Normal one resembling the non-



PRO TIP: At the end of an attack wave, position your Joust on a high perch and drop down on the unsuspecting new arrivals.

scrolling arcade version and a new Advanced mode that scrolls for a slightly higher difficulty level. Both Joust and Defender have added a rapid-fire option.

Colorful Defense

The games look decent and scroll smoothly. The aliens in Defender could be darker. On the Super Game Boy, you get the borders that replicate the design of the original coin-op



PRO TIP: Use the scanner at the top of the screen to line up aliens with your blaster before they appear.



PRO TIP: When you have only one person left, it's best to sit over them and protect them.

cabinets. Defender's colors burst on the SGB, while multi-colored Joust looks a little pale.

The sound is good, if somewhat static. Nice flapping effects highlight the sound in Joust, and in Defender, you hear that same scorching laser effect. The music simulates the original tunes.

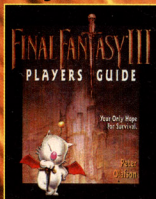
Joust and Defender successfully re-create their arcade experiences. You'll find addictive gameplay with their old-school flavor. **G**

Defender/Joust by Nintendo

Graphics	Sound	Control	Fun factor	Challenge
3.5	3.0	3.5	3.0	Adjustable
\$29.95				
1 meg				
Available now				
Classic arcade shooter				
2 players (alternating)				
Side view				
ESRB rating: Kids to Adults				

GAMEPRO HOT PICKS for '96

Final Fantasy III Player's Guide

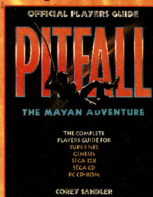


\$12.95 Code: BK-517 SNES

By Peter Olafson

The Espers have returned to let their magic loose on humanity, and all of humankind stands to be wiped out. Can you stop this madness? This guide is jam-packed with the battle strategies and fighting tips needed to defeat Kefka and stop the magical onslaught of the Espers.

Pitfall The Mayan Adventure Official Player's Guide



\$13.95 Code: BK-332
Genesis, Sega CD, Sega 32X,
SNES, PC CD-ROM

By Corey Sandler

Time is running out for dear old dad! This exclusive full-color Official Player's Guide gives you all the level maps, strategies, and secret codes you'll need to rescue your father from the spirit of an ancient Mayan Warrior. With this guide in your adventurer's pack, success is only a sling stone's throw away!

Genesis Power Player's Guide



\$12.95 Code: BK-321 Genesis

By Corey Sandler & LeeAnne McDermott

This guide delivers the winning tips, strategies, and cheats video game players crave. It's packed with techniques to help you master 17 of today's most challenging Genesis games and includes tips and cheats for more than 20 other hit titles. From death-defying combos to secret passcodes, this guide has it all!

Primal Rage Official Player's Guide



\$10.99 Code: BK-354
Genesis, SNES,
Game Boy, Game Gear

By John Fisher

All the primal combos and prehistoric moves you'll need are in the Primal Rage Official Player's Guide. This guide is packed with 160 full-color pages of killer tactics, strategies, battle techniques, and finishing moves that will make you ruler of the new Urth.

Batman Forever Official Player's Guide



\$9.99 Code: BK-360
Genesis, SNES,
Game Boy, Game Gear

By Corey Sandler

It's a brand new day for the Dark Knight...and a brand new nightmare for Gotham City. This 128-page super-guide contains all the secrets, strategies, and tips you'll need to beat back Two-Face, The Riddler, and their army of thugs. It's a must-have for game lovers and Batman fans alike.

Super NES Power Player's Guide



\$12.95 Code: BK-320 SNES

By Corey Sandler & LeeAnne McDermott

From action-packed fighting games to the latest in strategy games, this almanac has all the winning tips, and strategies players need! This guide includes in-depth competition profiles on 15 of today's hottest games, plus tips and strategies for more than 30 other titles. No video game player's collection would be complete without this 176-page strategy guide.

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By The Unknown
Gamer

Of the three new Sonic games coming for the Game Gear, the most interesting is Sonic Labyrinth, a cross between traditional Sonic action and Marble Madness.

Sonic Madness

You'll recognize Sonic immediately, but actually this game presents a whole new look for the 'hog. In maze-style action similar to Marble Madness, Sonic zips up and down 3D ramps while dodging explod-



PROTIP: Some keys aren't in plain sight. You may have to destroy an enemy to locate them.



PROTIP: Collect 100 rings in the bonus rounds and earn a 1-up.



PROTIP: Charge up your spin before hitting the boss, or you'll be in for a long night.

Sonic Labyrinth by Sega

Graphics	Sound	Control	FunFactor	Challenge
4.5	3.5	4.0	4.5	Intermediate

Price not available
4 megs
Available now
Puzzle/action
1 player

4 zones
¾ overhead view
Multiscrolling
ESRB rating: Kids
to Adults



Game Gear

SONIC LABYRINTH

ing platforms and laser beams as he searches for the magic keys that enable him to exit the maze.

The gameplay is similar in each of the four zones. Most of his traditional moves are missing, but Sonic still takes out foes with his trademark Spin Dash move. Maneuvering around takes a bit of practice, but the controls are simple.

The final subzone in each area includes a ring-nabbing bonus round plus a battle with a boss. These boss battles, which will be familiar to Sonic fans, take some doing on the tiny screen.

Standard Sonic

The graphics and sounds aren't special. The simple layout is appealing, but the itty bitty Sonic is a strain without bifocals. Standard Sonic rinky-dink sounds aren't essential to the game; you'll want to turn them off.

Sonic has starred in some excellent Game Gear games. This change-of-pace cart is a good addition to his handheld collection. **G**



By The Unknown
Gamer

America's most famous feline claws his way into the video game world with this pleasing action/venture romp.

Garfield

Cat Nap

When his TV goes haywire, Garfield gets sucked into a series of adventures in some very strange lands, ranging from prehistoric worlds to the inside of an Egyptian pyramid. The side-scrolling hop-n-bop gameplay is straightforward and simple – Garfield's just trying to get from one end of each level to the other. Along the way he encounters plenty of strange enemies – none too onerous – and even some

who look like Odie.

Garfield fortifies himself with his favorite foods, including lasagna and pepperoni pizza. He can also grab objects to toss at his foes. This cat's easy to control as he hops from obstacle to obstacle. But it isn't all fun and games – Garfield's also gotta use his noggin to solve a few puzzles.

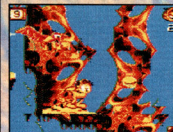
Feline Groovy

Thanks to Garfield's creator, Jim Davis, who helped develop this game, Garfield looks and acts like Garfield, giving an otherwise-ordinary game some pizzazz. Garfield's mugs and shrugs are funny and, dare we say it, cute. The sounds are above average for the Game Gear, featuring unobtrusive tunes and just the right sound effects.

Garfield's hardly the game of the year, but if you're hunting for a holiday gift for a beginning or young gamer, take home this cat. **G**



PROTIP: To defeat Odie, catapult rocks up into the air and knock him down. Then follow up by peltting him with coconuts until he's beaten.



PROTIP: There's cat chow everywhere. Eat whenever you can, and you'll never die.



PROTIP: To find a hidden 1-up, ride high into the sky on the second water spout in the Cave area. Then jump to the left across the platforms.

Garfield by Sega

Graphics	Sound	Control	FunFactor	Challenge
4.5	4.0	4.0	4.0	Beginner

\$44.99
8 megs
Available now
Action/Adventure
1 player

3 Acts
Side view
Side scrolling
ESRB rating: Kids
to Adults

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LEADERS

P R O R	HOLE	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18
	PAR	5	4	4	3	5	4	4	4	3	5	4	4	3	4	4	3	5	4
Lee		1	2	3	4	4	4	5											
MacDonald		0	1	0	0	2	3	3	3	3	4	4							
Takahashi		1	1	1	1	1	2	2	3	3	4	4							
Levy		1	2	3	3	2													
YOU		4	4	4	1	4	3	3	3	1	3	2	3	3	4	4	2	4	3
Schwartz		2	2	2	2	2	2	2											
Robinson		0	0	0	0	1	2	2	2										
Turner		1	2																
Wilson		0	0	1	1	2													
Jenkins		0	0	0	0	1	2												

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SPORTS PAGES

January 1996

Baseball • Football • Basketball • Golf • Soccer

See page 123

Flashy World Series Slides into Home on Saturn



Saturn

World Series Baseball

By Air Hendrix

With impressive graphics and lifelike play calls, World Series Baseball for the Saturn envelopes you in a TV baseball atmosphere. Once fans of the Genesis version are accustomed to the glamour, though, they may be disappointed by the less realistic gameplay and the feature shortage.

Play Ball!

Equipped with all the major-league players and teams, World Series lets two players step up to the plate in Exhibition, Pennant Race, and All-

Star modes. Four players can compete round-robin-style in the Playoffs or Home Run Derby. But there are only four plates to choose from – Fenway Park, the Astrodome, Wrigley Field, or Yankee Stadium.

Graphically, the stadiums are rich, realistic 3D environments.

Five intriguing but often disorienting camera angles

track the ball as it zips toward the fence, and the respectably large sprites move smoothly. On the down side, Sega foolishly abandoned the cool close-up Genesis view for a functional but less involving behind-the-batter perspective.

Striking sounds alleviate these problems. With a TV-like ring, the superb announcer introduces batters by name and calls plays with accurate, varied, and colorful commentary. The crowd cheers tend toward 16-bit white noise, but with a gruff ump and solid bat and ball cracks, the sounds will knock your socks off.

World Series Baseball by Sega Sports				
Graphics	Sound	Control	Fun/Factor	Challenge
3.5	4.5	3.5	4.5	Adjustable
ADJ. \$59.99 CD Available now Baseball 4 players Multiple views Save feature ESRB rating: Kids to Adults				

Slicing Foul?

This World Series plays more like a boisterous pick-up-and-play arcade-style game than a detailed baseball sim, and the minimal features and controls effectively support that gameplay style. You won't find classic players like Mickey Mantle

or Ty Cobb, and the teams require little management beyond substituting players and positioning fielders. You can't trade players, create custom rosters or players, buy or sell teams, or run a draft – which doesn't matter if you just want to have fun cranking out homers.

The decent controls arm you with four pitches and responsive swinging and base running, but those sim fans won't like steering the pitches. And fielding deep in the outfield will trouble everyone because the small outfield sprites make it hard to accurately collect the ball.

Grandiose Slam

World Series' glitter may not sustain hardcore baseball-sim fans, but the fast, furious fun will ensnare everyone else. Saturn owners should check out this game – so far, it's one of the young system's top titles. ■

World Series Tips



PROTIP: When you have two strikes and one or two balls, the CPU usually pitches balls – watch for curves to the outside.



PROTIP: As the pitch comes in, adjust your position in the box.



PROTIP: Throw to the bases regularly to squelch steals.



PROTIP: Begin moving your fielder as soon as you have a sense of the ball's path.



Choose from four famous big-league stadiums.



Rendered 3D graphics realistically re-create Wrigley Field at night.

QB Attack Scores Big but Lacks Team Support

Quarterback Attack

By Greasy Gus

Saturn

QB or not QB? That is the question. In this football game, you play as only the quarterback. If you can live without an NFL license, a season mode, a two-player mode, and the ability to play defense and special teams, you'll have a great time.

Off the Bench

Take the field as a rookie quarterback with something to prove to your team and your "bear" of a coach, Mike Ditka. With a first-person helmet-cam view of the gridiron, Quarterback Attack is undoubtedly the most interactive full-motion-video (FMV) sports sim to date.

You do everything a real QB does: call the play and the cadence, study the defense at the line and adjust with audibles if necessary,

dodge the rush, find your open man, and get your crosshair on him for a clean pass. You even have the option of eating the ball Steve Young-style and scrambling for some yards yourself. Screw up, and you'll feel the humiliation of the sack.

Between touchdowns and turnovers, you get video clips of what's happening with your defense and special

teams, and whether or not the opposing team has put you in the hole. Once you've seen this a few times, you can skip past it, check the scoreboard, and quickly get back behind the ball.

Clipping Penalty

QB Attack looks pretty good with well-shot video that now encompasses most of the screen, as opposed to past FMV games for the 3DO and Sega CD that played in smaller windows. While the video is expanded and there's no noticeable load time, some of the footage

still seems pixelated. And like past FMV games, it won't take long for you to recognize some of the repeating clips.

The sounds, like the graphics, get the job done. You hear comments from your teammates, the continuous drone of the crowd, and

some mild thumps and crunches with each play. But occasionally you'll see something happen (like a kick) that should have been accompanied by a sound (the booting of the ball), and the silence becomes a glaring omission.

Armchair Attack

The control excels. The game captures the quick decision making that's necessary in a pass situation and gives you good views on your receiver reads, which makes QB Attack a pleasure to play. With six difficulty levels ranging from Junior to Pro, the challenge will not quickly dissolve.

For armchair quarterbacks, this game is a dream come true. Players looking for a comprehensive football experience should definitely look elsewhere, though. ■



PROTIP: In a long-running pattern, lead your receivers with the crosshair. In a button-hook pattern, hit your boy in the numbers.

Quarterback Attack Tips



PROTIP: Incorporate your backs into your patterns. For example, release the right back for a quick pass while your receivers draw the defense deep and to the left. You can often just dump it to him for quick, short yards.



PROTIP: Build diverse but familiar plays into your audibles. Use them when running a no-huddle offense. The play you choose will appear in the lower-right corner.



PROTIP: Break up your passing with an occasional run, especially in short-yardage situations. The halfback toss is usually good for a few yards.



PROTIP: On long bombs and when first learning the passing game, keep your backs at home to block. The added protection gives you extra time in the pocket to toss it deep to your receivers.



Iron Mike is a supportive coach...most of the time.

Quarterback Attack by Digital Pictures

Graphics	Sound	Control	Fun/Factor	Challenge
3.5	2.5	4.0	4.0	Adjustable

ADJ. Multiple views
CD Multiscrolling
Available now Save feature
Football ESRB rating: Kids
1 player to Adults

Sega's College Football Misses Second Championship



College Football's National Championship II

By Johnny Ballgame

Genesis

College Football's National Championship II goes from Heisman hopeful to bench jockey in the time it takes to play one quarter. The game can't live up to the challenge of EA Sports' College Football USA, and it's not nearly as fun or realistic.

Academically Ineligible

National Championship has only 32 teams, far from the number necessary to please fans. Sufficient plays are lacking, and the menu to reach

them is confusing.

The players show no visual improvement from last year's game. No new animations were added to lend any graphical realism.

The views are the same as Sega's other football titles. Your pass will seem on line, but suddenly the game will stop to zoom in and you'll watch the ball whiz by your receiver's head. Turn off the zoom mode, and you're playing a game with small sprites.

Denied in the Draft

As far as sound goes, the quarterbacks don't even say "Hike" when the ball is snapped. After each touchdown, it sounds like a gunshot goes

off in the back, and the crowd noise sounds more like static.

Notify the next of kin. Sega's hopes of a national championship are dead on arrival. ■

College Football Tips



PROTIP: On passing plays, if nobody is open and you have a lane to run in, take it and try for the first down yourself.



PROTIP: When in heavy traffic, utilize the spin move to break tackles and get into the open field.



PROTIP: On passing downs, become a safety and anticipate where the ball will be thrown. Then step in front of the receiver for the interception.

College Football's National Championship II by Sega

Graphics	Sound	Control	FunFactor	Challenge
2.5	2.5	3.0	3.0	Adjustable
\$70	16 megs	Available now	Football	Multiple views
4 players (with multi-player adapter) ESRB rating: Kids to Adults				

NBA Give 'N Go Goes Almost Nowhere on the SNES



NBA Give 'N Go

By Super Dizzy Jet

Super NES

Although it's a home version of the exciting arcade game Run 'N Gun, Give 'N Go doesn't give much.

Alley-Oops!

With more options than a player's contract (like Arcade, Playoffs, Exhibition, and Team Edit modes), the game hardly lacks potential. It's the sluggish, unexciting gameplay that calls for a foul. You move up and down the court very slowly.

With the slanted perspective (similar to that of Slam 'N Jam), it's difficult to see where your teammates are when they're offscreen. The graphics and player animations are rather choppy—especially when going up for dunks. There's also

some graphical breakup when players bunch together. The controls are very responsive, though, with dunks and three-pointers galore, and the four-player option is always a welcome addition.

The audio track is innocuous at best with the faint roar of the crowd kicking in whenever a basket scores. The music's jazzy tone is upbeat and pleasant, but the announcer could use some work—his exclamations consist of expressions like "Oh, violation."

Give 'N Gone

Give 'N Go isn't the worst basketball game out there—it just isn't an arresting one. B-ball fans will be better off with an offering like NBA Live '95. ■

Give 'N Go Tips



PROTIP: When playing against the computer, don't worry about steals—CPU opponents hardly ever take the ball from you.



PROTIP: Check out the teams' strengths and weaknesses in the Exhibition mode.



All the NBA teams—including two all-star teams

NBA Give 'N Go by Konami

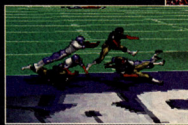
Graphics	Sound	Control	FunFactor	Challenge
3.0	3.0	4.0	2.5	Intermediate

Price not available
16 megs
Available now
Basketball
Side view

4 players (using multi-player adapter)
Multiscrolling
ESRB rating: Kids to Adults

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*Exclusive to Super NES™ and Genesis™





PGA Tour '96

By Scary Larry

Super Game Boy

With PGA Tour '96, the Game Boy clubs its way onto the links. This minute golf game is actually fun.

It takes a pretty boring car trip to have to play golf on a portable, but PGA actually doesn't suck. All the standards are here (club selection, swing meter, even course overview), but the most appealing aspect is the plug-and-play feel.

The graphics and sound aren't spectacular, but your eyes and ears won't suffer much. Your golfer has a complete swing, and the game does a nice job of following the ball.

PGA Tour '96 is as easy as looking foolish in plaid pants. Don't pay green fees, don't worry about everyone else's score. Just swing with this decent cart. ■



PGA Tour '96

By Scary Larry

Game Gear

Game Gear sports fans get a taste of the green with PGA Tour '96. While the green looks good, the slow screen redraw will make you think you're stuck in a sand trap for good.

Although the graphics are slightly better than the Game Boy version's, too many small "enhancements" like the putting grid and the tips before each round really slow the game down.

The music is standard Game Gear tin-speaker surround sound, but the sound effects are below average, and there are no crowd sounds.

Although not as access-ready as the Game Boy, this cart is still a lot of fun. Just like in the real PGA, when the action actually gets going, it's a great game. ■



PROTIP: Club selection is not automatic. Pick the right club for the right hole.



PROTIP: Watch the wind meter carefully. It affects the distance your ball travels.

PGA Tour '96 by T+HQ

Graphics	Sound	Control	FunFactor	Challenge
				INT.
3.5	3.5	4.0	4.0	Intermediate
\$34.95	4 courses			
4 mags	Passwords			
Available now	ESRB rating: Kids to Adults			
Golf				
2 players				



PROTIP: Club selection is automatic, but watch the distances. Choose a club just under the distance and charge it to 100 percent.



PROTIP: Carefully check the overhead view at the beginning of each hole for hazards.

PGA Tour Golf '96 by T+HQ

Graphics	Sound	Control	FunFactor	Challenge
				INT.
3.0	3.0	3.5	3.0	Intermediate
\$39.95	4 players			
4 mags	4 courses			
Available now	ESRB rating: Kids to Adults			
Golf				

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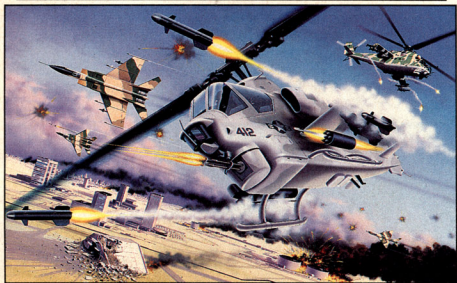
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International Superstar Soccer Deluxe

By Videohead

Super NES

Dig out the cleats – The soccer season hasn't quite come to a close on your SNES. International Superstar Soccer Deluxe ain't FIFA, but it's a respectable game.

Fielding the Choices

This sequel to Konami's last soccer title gives you larger players with more animations, more moves, lots of new control options, improved defensive A.I., and more stadiums. The 36 international teams come ready to play with no world-league license or actual players.

Controlwise, the action is easy to handle. The learning curve is short, especially if you use the training mode. Unfortunately, manual goalie control is difficult. As play approaches the net, you must control the goalie, watch the radar, track the play, and control defense.

It Takes Tunes to Tango

Graphically, you get large, fairly detailed sprites. Combined with the close-in side view, though, their size makes high kicks difficult to follow when the ball travels off your screen.

Thankfully, you don't have to listen to the salsa/jazz tunes during gameplay. There's a large amount of voice, and the announcer's excitement is contagious. The crowd chants have a FIFA flavor.

International Superstar Soccer Deluxe brings solid play to the match. Soccer fans should appreciate it. ■

Superstar Soccer Tips



PROTIP: Take on the easy teams while learning the ropes.



PROTIP: Learn the header early. A header into the net is often a goal.



PROTIP: Use the radar to set your downfield strategy.

International Superstar Soccer Deluxe By Konami

Graphics	Sound	Control	Fun/Factor	Challenge
3.5	3.5	4.0	4.0	Adjustable
Price not available				
16 megs				
Available now				
Soccer				
Side view				
4 players (using multi-player adaptor)				
Passwords				
ESRB rating: Kids to Adults				

Frank Thomas "Big Hurt" Baseball Faces Big Injury



Frank Thomas "Big Hurt" Baseball

By Videohead

Genesis

Vying for supremacy against World Series '95 and Triple Play puts Frank Thomas' bland baseball sim in a world of hurt.

Let's Be Frank

There's nothing awful here, but there aren't a lot of exceptional features either. Standard options include Exhibition, Season, and Playoff games; a Home Run Derby; and Clutch Time situations where you make the plays.

Since the game has all the real major-league players, you can assume it was a cost-saving measure to skip the real logos and team names. An edit option, however, enables you to replace the substituted city name with the real McCoy.

The gameplay is resoundingly average and, at times, glitchy. For

instance, when you bring your right fielder in to scoop the ball, it magically appears in his glove when he's about seven feet away.

The pitching is straightforward, and you can put afterthoughts on the ball. But fielding is difficult because your players move slowly.

Field of Dreams

Graphically, the player animation is terrific. Your swinging batter isn't as detailed as the batter in World Series, but he moves better. Disastrously, the ballparks don't even look remotely authentic.

The sounds are mostly average with the familiar ballpark jingle. But strident crowd noise and jagged voices drive it foul.

The call at the plate is to play baseball on another field or rent Frank Thomas before you buy. ■

"Big Hurt" Baseball Tips



When you see all those parks, don't expect much. You selected Boston, but where the heck's the Green Monster?



PROTIP: Practice with the Clutch Time scenarios before bringing on a second player.



PROTIP: Choosing a pitcher with less than a 100 percent effectiveness rating is risky.

Frank Thomas "Big Hurt" Baseball By Acclaim

Graphics	Sound	Control	Fun/Factor	Challenge
3.0	2.5	3.5	2.5	Adjustable

\$74.95
32 megs
Available now
Baseball

2 players
Behind-the-batter view
Battery backup
ESRB rating: Kids to Adults



GAMEPRO®

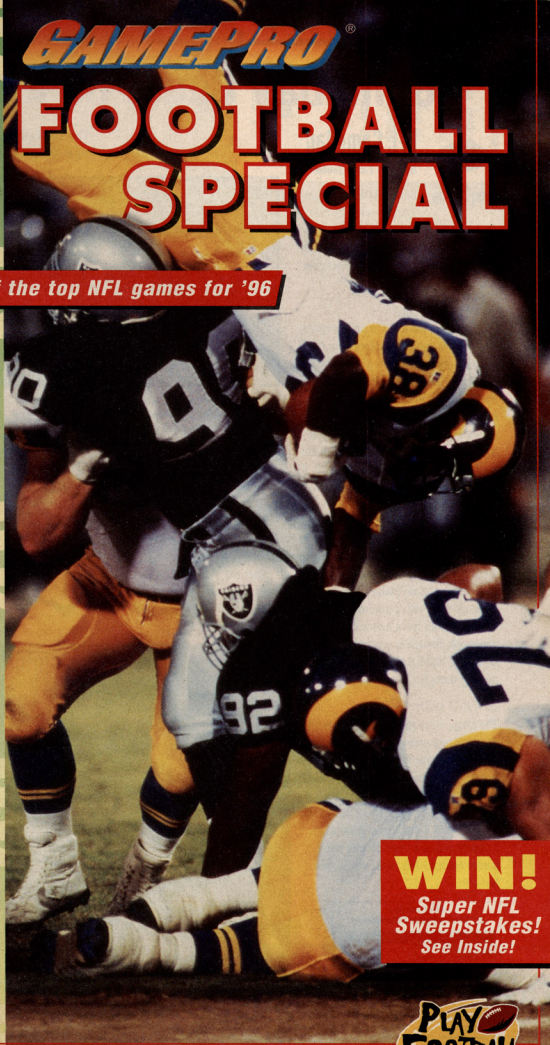
FOOTBALL SPECIAL

Reviews and Previews of the top NFL games for '96

- **NFL GameDay**
- **Madden Football '96**
- **NFL Quarterback Club '96**
- **NFL Full Contact**
- **Unnecessary Roughness '96**
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GameDay Could Go All the Way!



NFL GameDay

By Scary Larry-Jabbar

PlayStation

Sony hits the next-gen systems with the best football CD to date. With features, options, and gameplay that rival anything else on the market, NFL GameDay is one hot ticket.

Gridiron Glory

Starting from the top, GameDay sports some of the coolest graphics seen for any next-gen game, and it's certainly heads and tails above the rest of the football pack. From the cool rendered helmets at the intro to crisp, full-field views when you throw to stadiums all around the league, GameDay has it all.

You have updated rosters of all 30 NFL teams (including expansion teams) with realistic action for each individual player. For example, if you're a mediocre running back like Harvey Williams, you'll have difficulty performing running moves against defenders. But if you're Emmitt Smith, you'll stiff-arm, spin out of tackles, and jump over diving linemen with no lag time. On defense, you can tackle, intercept, and tip balls better than the pros.

Other options include injuries, player trades, and onfield substitutions, all done with a minimum of button fussing. Receivers are assigned one of the four main buttons, and the button book, though sparse by Madden standards, highlights the passing and rushing strengths of each team.

BOOM! with a View

The crisp, clean graphics feature well-proportioned sprites (larger would be too cumbersome and smaller is never better). The action moves fast, and pixelization is kept to a minimum, even with the scaling. Other graphical touches (like lightning flashing when a player makes a huge hit in a rainy game) enhance this otherwise-flawless sim.

NFL GameDay
By Sony Computer Entertainment

Graphics	Sound	Control	Fun Factor	Challenge
5.0	4.5	4.5	5.0	5.0

Price not available
CD
Available now
Football

2 players
Multiple views
ESRB rating: Kids to Adults

ADJ.
Adjustable



PROTIP: When playing against the computer, keep an eye on your offense the minute the play starts. They will use the five-yard "bump zone" to knock your player out of his receiving zone.



Helmet-to-helmet action has never been more real, as seen here in the FMV intro.

NFL GameDay Tips



PROTIP: Play your base defenses often (4-3 or 3-4) because both are good against the run and the pass. Save Nickel or Dime for passing situations.



PROTIP: To get extra yardage, spin your receiver.



PROTIP: When using a good running back (such as Smith or Sanders), time the speed burst to burn trailing tacklers. Just as the tackler approaches, let loose.



PROTIP: On defense, make sure to try for the tip.



PROTIP: Crossing patterns work well against slower, inattentive corners (like the 49ers Marquez Pope).



PROTIP: Young to Rice: Money all the way.

QB Club: Everyone's Super Bowl Bound



NFL Quarterback Club '96

By Sio Mo

Genesis

You think Jerry Jones loaded up the Cowboys? Acclaim and Iguana Software dug deep for an all-out attack on Madden Football that certainly establishes Quarterback Club as one of the league's best. But no team is unbeatable, particularly in this game.

Solid Fundamentals

QB Club has the basics covered. All 30 NFL teams and their starting players are present. There are roughly 400 plays, which you can flip.



PROTIP: Put pressure on the passer by over-shifting defensive ends wide of the tackles.



PROTIP: New formations for Club '96 include a run-stuffing 4-6 defensive alignment.

Moves You Can Use

The controls are first string, even though ball carriers have just two moves and it's tough to tackle from behind. The Hyper Audibles in particular are an excellent control feature. You can set six regular audibles, but Hyper's

Also, up to five players can play, and QB Club's packed with stats right down to the number of running plays that were run left or right.

The Club's game-winning visuals really pump up the action. The classic behind-your-team look paints a topnotch, 50-yard downfield view that includes all 22 players. Add sharp sprites, and this game is a Genesis division leader. However, the gameplay animation is slower than Madden's.

Clear, distinct quarterback-signal barking and referee calls juice the audio. The crowd even responds to the home team.

built-in button sequences unleash 54 preset audibles on the fly.

The intelligently constructed Practice mode is one of the best "extras" in this football game. This radical and practical feature contains 19 drills for offense, defense, and special teams, which use actual gameplay views and controls.

With such an overwhelming wealth of assets, can QB Club's championship drive stall? It happens to the best. Like the '95 edition, the CPU's easily beaten even at the All-Pro skill level. It's a gas to go undefeated in the NFL by racking up college football scores; however, football purists may bail long before they decide to take the Panthers roaring to the Super Bowl.

For Members Only

Quarterback Club is an impressive, finely crafted game for the masses that's easily the class of the Intermediates league. For gonzo football gamers, though, the average CPU doesn't match Madden '96's tough A.I. Apply for Club membership accordingly.

QB Club Tips



PROTIP: To block punts, select Punt and Full Block. Select an outside rusher. At the snap, hit Button C to speed rush inside the blocker closest to the punter, then hit Button A to dive.



Great game, but these boring, gratuitous announcers gotta go!

PROTIP: Develop a dependable Short or Medium pass play to a back, and two-point conversions are money in the bank.



High-Percentage Passing Plays



PROTIP: Select Pro Set, Long, 43 PR. Pass to wide receiver A.



PROTIP: Select Pro Set, Medium, Square In. Pass to back C.



PROTIP: Select Far-Near, Medium, Twin Posts Trailer. Pass to back C.

PROTIP: Passing plays work best when you pass quickly to the wide part of the field.

NFL Quarterback Club '96 by Acclaim

Graphics	Sound	Control	Fun/Factor	Challenge
4.5	4.0	4.5	4.0	4.0
INT.				
Behind-the-line view				
Save feature				
ESRB rating: Kids to Adults				
5 players (with multiplayer adapter)				

\$74.95

Available now

32 megs

Football

5 players (with

multiplayer adapter)

Tecmo's Final Edition Won't Bowl You Over



Genesis

Tecmo Super Bowl III Final Edition

By Wiley Weasel

Tecmo's Final Edition dashes toward the playoffs, but it stumbles for hardcore fans craving a realistic NFL sim.

Go for Two

Super Bowl III includes 30 pro teams and their players. Play Preseason, Regular Season, or Pro Bowl games against the computer or a friend. You can also make trades, acquire free agents, and create your own rookie.

The graphics are pretty good. The small, animated sprites move smoothly, and the familiar overhead side view lets you see about 30

yards downfield, which works except when receivers go deep.

The sounds are also passable. You hear crowd noise, an announcer, and good grunting effects when players get nailed.

Fumble!

Tecmo drops the ball with player control. You can't switch to the player closest to the ball after the snap, and your ball carrier can't spin or stiff-arm to avoid tackles. You also have to cycle through receivers on passing plays, and the computer takes over for both offense and defense when the pass is in the air.

Two-player battles make Final Edition worthwhile, though the game's shortcomings will make diehard armchair QBs reach for Madden '96. If you're looking for an easy-to-learn football cart, though, consider Final Edition for your next draft pick. ■

Tecmo Tips



PROTIP: If your opponent runs play-action passes, use a line-backer and blitz up the middle.



PROTIP: When your teammates grab the ball carrier, get close and hit B to slam him.



PROTIP: Send the receiver on a short route and hold Button B as soon as he turns around.

Tecmo Super Bowl III Final Edition By Tecmo

Graphics	Sound	Control	FunFactor	Challenge
3.5	3.0	3.8	3.5	3.5

\$69.99

16 megs

Available now
Football

2 players

Overhead view

ESRB rating: Kids
to Adults

NFL Full Contact



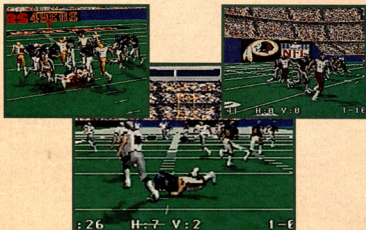
PlayStation
& Saturn

NFL Full Contact

By Air Hendrix

Hot on the heels of Madden '96, Konami's entering the 32-bit football game with NFL Full Contact. Along with all the NFL teams and players, Full Contact will provide Season, Playoff, and Super Bowl modes, and the crowd will actually respond to onfield developments. Konami promises to ramp up the realism with a tough A.I. that features more than 90 behaviors for each player, motion-captured and rendered 3D graphics, and more than 50 dodges and jukes. ■

By Konami
Available Now



NFL Star Games

If you think the only things NFL players do off the field are lift weights, watch film, or do endorsements, think again. One of the fastest-growing hobbies among some of the NFL's biggest names is playing video games.

"Video games are an everyday thing for me," says Redskins running back Reggie Brooks. "This is what I do in my spare time. I'm a fanatical player."

"A lot of times when you come home from practice or a game, you just want to relax," says Jets quarterback Glenn Foley. "Video games are a great way to kick back."

Playing video games, however, isn't all fun and games. During the week before Super Bowl XXIX, EA Sports sponsored the "Madden Bowl" Celebrity Video Game Tournament, which benefited the NFL Youth Education Town in Miami. Rams running back Jerome Bettis, Buccaneers linebacker Hardy Nickerson, and Packers running back Edgar Bennett were a few of the headline performers at the event, which was won by Brooks. ■





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A MILLION
WAYS TO

PLAY FOOTBALL



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WAYS FOR YOU AND YOUR FRIENDS TO HAVE
A PIGSKIN PARTY. LIKE INTENSE NFL VIDEO
GAMES, SIZZLING-HOT NFL
TRADING CARDS,
AERODYNAMIC
FOOTBALLS,
HOT-OFF-
THE-PRESS
NFL TEAM
JACKETS
AND HATS.



BE LIKE DAN THE MAN MARIANO

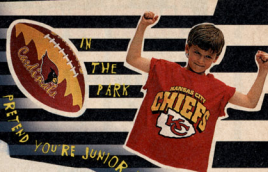


WITH NFL
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YOU NAME IT...
THE NFL'S GOT IT.
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WHY ARE YOU STILL SITTING HERE?

GET OUT
AND PLAY
FOOTBALL!



IN THE PARK
PRETEND YOU'RE JUNIOR SEAU-HE'S BIONIC

ON YOUR TV



IN THE LATEST
GREATEST NFL CLOTHES

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Madden Takes the Field on the PlayStation



Madden NFL '96

By Air Hendrix

PREVIEW!

PlayStation

The king of video game football is getting ready to kick off on the PlayStation, carrying over the tradition of strong features that drove Madden NFL '96 to the top of the 16-bit standings. Up to five players can bump helmets with all 30 1995 NFL teams, as well as both Pro Bowl squads and the All-Madden team. Hardcore football buffs will get a thrill from the historical teams, which include the Super Bowl champs and NFL Hall of Fame teams from the '50s to the present.

A playbook packed with more than 240 selections and custom playbooks for each NFL squad bring serious strategy to the action. Other interesting features include multiple camera angles and customizable penalties, weather conditions, and playing surfaces.

Graphically, EA used motion-capture techniques to digitize real NFL players in action, so the onfield gameplay should match the realism of the rendered 3D representations of all 30 pro stadiums. CD-quality sounds and commentary from Madden, Pat Sumrell, James Brown, and Leslie Visser will lend TV-broadcast authenticity to the matches. **B**

By EA Sports
Available Now



This Santa doesn't want milk and cookies,
just 20 football card wrappers.



It's the only way to get a free NFL Santa Card Set.

To ring in the holiday season, the nice folks at the NFL are giving away a limited-edition collectors set. It features real cool artwork from each of the official NFL Trading Card companies, and a superspecial card from the NFL. Don't forget, every pack of 1995 NFL Trading Cards also comes with a chance

to win a trip for 2 to Super Bowl XXX, and, maybe, a John Elway autographed card. So gather up 20 football card wrappers and \$1.50 for shipping -- and if you want to send cookies too, Santa digs oatmeal raisin.



John Elway



REDEEM ME
Send 20 wrappers and \$1.50 to:
NFL Santa Card Set, P.O. Box 7232,
Osseo, MN 55569-7232

Here's some other stuff you'll want to know: This offer expires 3/31/96 or when we run out of cards. The most you can get is five sets, and we're not returning any wrappers. You'll have to wait 4-6 weeks to get your NFL Santa Set, and there's a \$1.50 postage and handling charge for each set. We're only taking checks or money orders, and if you've still got questions, give us a ring at 800-467-4866.

Name: _____ Age: _____
Address: _____
Favorite Team: _____



PLAY FOOTBALL

AND

WIN WITH THE

Check out these **HOT** new NFL Video Games!!

NFL GameDay

(PlayStation, PC)



Sony's first gridiron contest for the PlayStation came together with help from Steve Bono, Kansas City QB. A 3/4 overhead view, rendered graphics, an updated NFL playbook, and a behind-the-QB view are just some of what's in store for players on GameDay.

By Sony Computer Entertainment
Available Now

Madden Football '96

(SNES, Genesis, PlayStation, Saturn, PC CD, 3DO)



The longest-running series in video game football is set to kick off in '96 with a sixth version. Changes include new rendered graphics, new play mechanics, a General Manager feature, plus the ability to create your own players and watch as they try out for the NFL.

By Electronic Arts • Available Now

NFL Quarterback Club '96

(PlayStation, Saturn, Genesis, SNES, Game Boy, Game Gear)



Acclaim took to the field last year with the first version of this game. The '96 QB Club boasts all 30 NFL squads, including the two expansion teams, more than 800 offensive and defensive plays, an 80 yard down-field perspective, player fatigue factors, and more.

By Acclaim Entertainment • Available Now
(Genesis, SNES, Game Boy, Game Gear)

• Available '96 (PlayStation, Saturn)

Prime Time NFL

(Saturn, Genesis, 32X, Game Gear)

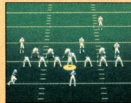


Sega's latest pro ball sim stars Deon Sanders. This version's upgrades include playbook swapping, multiple difficulty settings, enhanced trade features, and a mind-boggling 204 different categories of stats that are stored over the life of the cart.

By Sega of America • Available Now
(Genesis, 32X) • Available '96 (Saturn, Game Gear)

Unnecessary Roughness '96

(PC CD)



The '96 version of Unnecessary Roughness includes more finely-tuned A.I. and gameplay, over 1000 NFL plays, a custom feature that enables players to design their own plays, updated stats, 20 additional animations for each player, four new player attributes, general managers with salary caps, four-time Super

Bowl ref Jerry Markbriant, and even Al Michaels to call the play-by-play on the games!

By Accolade • Available December '95

NFL Full Contact

(PlayStation, Saturn)

Konami plans to score big with a football game that includes all 30 NFL teams, player modeling, broadcast-quality real-time motion-capture graphics, multiple play modes, 50 unique 'Ump' modes, and lots more.

By Konami • Available Now



Tecmo Super Bowl 3: The Final Edition

(Genesis, SNES, PlayStation, Saturn)

A classic series concludes with Tecmo's final Super Bowl edition of the game that started it all. In addition to its familiar side-view action, Super Bowl 3 has all 30 NFL teams plus real players, a player editor, a free agency mode, and playbook options.

By Tecmo • Available Now

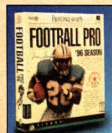


Front Page Sports: Football Pro '96

(PC CD)

This latest upgrade of Football Pro includes the expansion teams, updated statistics for every player, more realistic graphics including camera views from all over the field, and deadly serious football simulation gameplay.

Sierra On-Line • Available Now

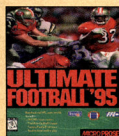


Ultimate Football '95

(PC CD)

In addition to bone-crunching football sim action with real NFL teams, players, stadiums, and action, this game includes a Fantasy Football option. Use it to create your own ultimate fantasy league with up to 30 teams. You can even track your Fantasy League in over 40 statistical categories and update it with real 1995 NFL stats.

By MicroProse • Available Now



NFL Pro League Football

(PC CD)

You're the coach in every way when you line up in NFL Pro League. Real NFL teams, players, and performance stats combine with killer graphics and a flawless execution for world championship gameplay.

By IBM Multimedia Publishing Studio
Available Now



NFL

How to Enter to Win!

Name the 10 teams who you think will make the playoffs for the 1996 Super Bowl. Write the team names, your name, address and phone number on a 3 x 5 card and send to:

NFL GamePro Sweepstakes

P.O. Box 826

Riverton, NJ 08077-0826



OFFICIAL RULES

TO ENTER: No purchase necessary. Write down all 10 NFL playoff teams and your name and address, phone number and age on a 3x5 card and mail to: NFL GamePro Sweepstakes, PO Box 826, Riverton, NJ 08077-0826. One entry per person. All duplicate entries of violator will be voided. The name of a parent or legal guardian of each entrant under 18 years of age must be listed on the card, and will be considered the winner if entrant is selected. Neither Infotainment World, Inc., or National Football League Properties, Inc. assume any responsibility for late, misdirected, incomplete, or illegible entries. All mail-in entries must be post-marked by February 15, 1996. Void where prohibited.

AWARDING OF PRIZES: The following prizes (with corresponding estimated retail values) are guaranteed to be awarded. One (1) Grand Prize winner will receive a NFL Entertainment Package comprised of one (1) Sony 27" TV, specific model determined by NFL Properties, Inc. One (1) Sony PSX hardware system and two (2) 1996 NFL PSX video games to be determined by NFL Properties, Inc. based on availability. (estimated retail value \$1,039). Twenty-five (25) First Prize winners will receive two (2) 1996 NFL video games. Titles and platform type to be determined by NFL Properties, Inc. based on availability. (estimated retail value \$140). Ten (10) Second Prize winners will receive a Pro Player shoulder to shoulder jacket, winners choice of NFL team based on availability. (estimated retail value \$120). Fifty (50) Third Prize winners will receive a free subscription to GamePro magazine, a GamePro T-shirt and a Fighter's Strategy Guide. (estimated retail value \$35). All winners will be determined by a random drawing conducted by Marketing Masters, Inc. an independent judging organization of all completed entries received. Odds of winning depend upon the number of all eligible entries received. Eligible winners will be notified by mail. All winners will be selected by March 1, 1996. All winners must sign an affidavit of eligibility and release or prize will be forfeited and a new winner will be selected. Grand prize winner will be required to reply within 10 days following notification. In the event of non-compliance within this time period the grand prize will be forfeited and a new grand prize winner will be selected. Entries will continue to be drawn until grand prize is awarded. Winners' entry and acceptance of prize constitutes permission to use their names, photographs, and likeness for purposes of advertising and promotion on behalf of sweepstakes sponsors without further compensation. Winner is responsible for any and all federal, state, and local taxes if necessary. A complete list of prize winners will appear in a future issue of GamePro magazine. All prizes will be awarded by June 1, 1996.

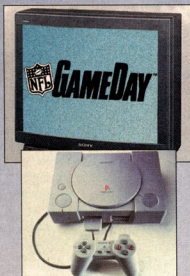
ELIGIBILITY: This sweepstakes is open to residents of the United States, except for residents of Rhode Island and Canada. However, for entrants under 18 years of age, a parent or guardian must be designated the winner if entrant is selected. Employees of Infotainment World, Inc., and National Football League Properties, Inc., the National Football League and its' member clubs, and all participating vendors, their subsidiaries, affiliates, advertising agencies and their immediate families are not eligible.

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All correct entries will be pooled and randomly selected.



Grand Prize (1)

NFL Entertainment Package:

- SONY 27" TV
- SONY PSX hardware system
- 2 1996 NFL PSX video games

SONY

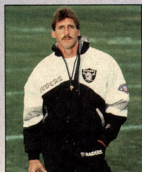


First Prize (25)

2 1996 NFL video games

Second Prize (10)

Pro Player shoulder to shoulder jacket. Available in NFL team of your choice.



Jeff Hostetler pictured wearing Pro Player jacket.



Third Prize (50)

Free subscription to GamePro, T-shirts, and Fighter's Guide



GAMEPRO



Role-Player's Realm

The Monthly Guide to the World of Role-Playing Games • January '96



By Major Mike

Although not renowned for RPGs, Capcom has done an awesome job with *Breath of Fire II*. This long, absorbing game offers plenty of story turns, intense battles, and intriguing characters.

A Bigger, Better Fire

Bigger and longer than the original, *Breath II* takes place hundreds of years after the first game with descendants of the initial characters. There are also cameo appearances by fighters from the first game (Karn and Bo), and one even joins your party – the snake sorceress, Bleul!

Anyone who played the first game will take to this one immediately; it retains the ¾-overhead battle scenes and traveling scenes. The controls are very good and simple to master. However, you can attack your own party members (something you'll need to do if

any of them are turned into zombies), so take extra care when selecting your targets in a fight.

The menu-driven play mechanics are a little different. In addition to the usual statistics, such as strength and stamina, there are two new items. The first is the Monster meter, represented by a little green critter at the top of the character-menu screen. He alerts you to monsters in the area by frantically

jumping around.

The other is the Dragon's Tear – an insignia that appears when talking to people. Depending on the colors it displays, you catch emotional undercurrents and even tell if someone is lying or not.

Epic Storytelling

The story is long and complex with side journeys where some of the charac-

ters must confront demons from their past in order to proceed. While some of these episodes are cliché (like Rand's), some are touching, too (like Nina's). Yet with all the tangents, the story never loses focus, especially when the epic draws to a close.

In addition to the usual



Breath of Fire II by Capcom

Graphics	Sound	Control	FunFactor	Challenge
4.5	4.5	4.5	4.5	Intermediate

Price not available
24 megs
Available now
RPG

1 player
ESRB rating: Kids
to Adults



PROTIP: Look for shamans in the dungeons and castles. If you collect enough, you can give your characters new looks and super abilities.



PROTIP: Use the Fire and Devil Shamans for Katt and the Water and Holy Shamans for Jean.



Now has joined our group!



...Let me tell you, Rand has joined the group!



Katt is coming along!



Now has joined the group!



Now has joined the group!



...That's right... It's your ancestor!



PROTIP: Use Spar, the grass man, to lead the party through the woods.



A new item – the Dragon's Tear! It can help you determine if people are lying.

scheme of character powers emerging after experience points are acquired, there are six rough wizards – shamans – who can bestow super powers. If you can find them, any two in combination can give you lethal attacks, depending on the character.

You start with two characters, but a total of nine will join your party. You can travel with only four at a time, but that gives you an opportunity to cycle in fresh characters and build their abilities.

Breath of Fire II is more difficult than the original, especially at the beginning. Make sure you rack up abilities and hit points before taking long travels – especially when going alone. The same holds true when you near the end of the game, where you battle every dozen steps or so.

Great Look, Sounds

Breath excels with great graphics and sounds. Graphi-



Veteran Breath of Fire character Bleu returns!

Infinity		11990Z	
Items	Mike	HP 252/346	AP 101/101
Spell	Bleu	HP 256/279	AP 101/101
Equip	Nina	HP 104/230	AP 187/264
Stats	Katt	HP 183/229	AP 17/17
Swch		EXP 1130121	EXP 874326
Opt.		EXP 874326	EXP 562745
End		EXP 642248	

PROTIP: Keep an eye on the Monster meter so you know when to prepare for battle.



PROTIP: In castles, let Nina lead the way. If you exit a room that has a drop, Nina will keep the others from falling.



PROTIP: In areas with obstructions, use either Rand or Katt to clear the way.



PROTIP: Drink from all pools of water. All hit and magic points will be restored.



PROTIP: Use Jean's swimming abilities to cross rivers and hop up hills.

cally, there are very few cinematic scenes (fewer than in the first one), but some of the battle scenes provide nice visuals that range from disgusting enemies to incredibly powerful spells. The characters are given great detail from Nina's flapping bird wings to Bleu's slithering snake tail.

The music is also pleasant, and one of the best things about it is that it changes throughout the game (the battle and traveling music take different tones about halfway through the game). The sound effects provide a plethora of crashes and zings, usually heard during battle.

Breath of Fun

Even though it drags at times, Breath of Fire II never loses its momentum. This excellent, very time-consuming journey will keep the most demanding RPG fan satisfied. ☐



Discworld



By Sir Scary Larry

If some straight monster battling and weapon gathering is what you're looking for, then skip Discworld. This find-and-seek text adventure is straight comedy with a dose of fantasy thrown in.

World of Laughter

Using the vocal talents of Monty Python's Eric Idle, the whole game has a very British, very Python-esque feel to it. More talking than action, this game will leave your sides aching from laughter, even if it leaves your RPG appetite yearning.

Ported over from the popular PC title, this point-and-click adventure pits the hero, Brincewind (also repeatedly referred to as Breakwind), against the Magicians' Guild and a whole cast of nefarious characters, including a psychologically disturbed troll and three aging comedians/wizards. There's even

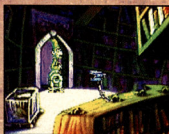
a running donkey-cart joke that is part of the plot.

But besides the humor, there's nothing else to recommend here for RPG enthusiasts. There are no weapons, skill levels, or magic spells.

Basically, you must reconstruct a device to detect dragons, then go off on separate hilarious journeys to find the pieces. But you find that your lust for gold has surpassed your thirst for knowledge, and the game takes some very odd twists.



PROTIP: See the sleeping luggage on top of the wardrobe? Something long and broomlike should waken it. If only you had a broom.



PROTIP: You won't be able to get past the Monkey librarian without a library card or maybe an edible passport. Check the luggage for a banana.

Wizard of Aha's

The graphics are humorously illustrated with lots of cartoony explosions, wry facial expressions, and even some bright Disney-like backgrounds. But the game never shows off intricate or awe-inspiring graphics for the spells like most standard 16-bit games do (Chrono Trigger and FF III are perfect examples).

The sounds are the games forte. Excellent, clear, and extensive dialogue reigns supreme throughout the game, and you are given (thankfully) the option to stop people in mid-speech. Funny sound ef-

fects, like squishy worms or fireworks explosions, are also clear as a bell. But the tame music never surpasses the dialogue and remains pretty limp.

The control is standard point-and-click. The game is compatible with the PlayStation Mouse, but you won't need it—the joypad works just as well. If you can keep your inventory in check, you'll have no problem playing Discworld.

Slipped Disc

Plenty of laughs but little challenge make Discworld somewhat of a novelty for serious RPG players. But serious RPGers are definitely not what Discworld is looking for. For a change of pace, give this Disc a spin. **G**

Discworld by Psygnosis				
Graphics	Sound	Control	Fun/Factor	Challenge
4.0	3.5	3.5	4.0	Expert
Price not available		Multiple views		
CD		Memory card save		
Text adventure		ESRB rating: Kids to Adults		
1 player				

Steps to the Dragon-Revealing Device

Imp



To find the imp, you must first find the alchemist. Use the corn on the flask, make some popcorn, and chase the imp. If you need to coax him from a small place, try the worm on the string.

Metal Coil



It's actually a hair roller, found at the barbershop in the street. But first you must learn pick-pocketing from the urchin in the square. When the barber starts daydreaming about his girlfriend, pick the roller from his pocket.

Wizard's Staff



Swap the broom for the staff of Windle Pooris in the dining room.

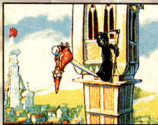
Metal Container



You must get the trying pan from the cook. But first you have to find the ladder (atop

the roofs in the alley) and the butterfly net (sit in the middle chair in the Psychiatrickerest's office). Use the ladder to get to the cook's window, then catch the pancake with the net. When the cook leaves to investigate, grab the pan.

Dragon's Breath



Get the mirror from the fool in the patrician's palace (to get past the guards, have them start a fight). Then climb the rooftops in search of the vain dragon.

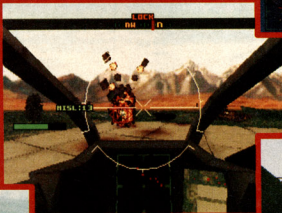


THUNDER STRIKE

**FIRE UP THE THUNDERSTRIKE, and prepare for
360 DEGREES
OF FURIOUS CARNAGE.**



Unleash a non-stop blitzkrieg with a vast array of weaponry. Configure your own mix of sophisticated armaments including missiles, cluster bombs, rocket pods, and chain guns.



Rotate your virtual cockpit view through 180 degrees left and right, independent from flight. Or survey combat in a seamless 360 degree rotation from outside your gunship. It's a panorama so true you'll taste the debris!



Real-time combat and real-life conflicts — a Middle Eastern invasion, a brutal siege in Eastern Europe, gun-running in South America, piracy in the South China Seas... 26 killer missions in all! Including night and day assaults.



War-torn terrain and 3D graphics are ultra-realistic. Look out for enemy vehicles, ships, and aircraft — then vaporize them with bone-shaking explosions!

US GOLD

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SEGA SATURN



PlayStation



HAVE A NICE MISSION.

CHRONO TRIGGER

SUPER
NES

By Nob Ogasawara

As the final installment of our Chrono Trigger strategy guide, we bring you the endings we've managed to discover. We've heard from Square that there is at least one more ending hidden away. Obviously, if you haven't started playing this game yet or haven't reached any of the endings, we strongly recommend that you stop reading these spoilers right now. Also, the endings we show assume that you already finished the game once and restarted from the top using your finished game's data. (That way, you can fight Lavos anytime!)

Chrono the Dark Mage

Beat Lavos after returning to 650 A.D. for the second time and before obtaining the Brave Badge. You'll see an ending in which Chrono rules as the Wizard King and faces Tarta (the heroic little boy). This ending also shows Robo finding a new girlfriend and living happily in the future.



Frog vs. Magus

Beat Lavos after giving Frog the Mesamune and before beating Magus at his castle. You'll see the ending in which Frog challenges Magus to a duel to avenge his friend's death and bring on his own transformation.

Green-Blooded Ancestry

Beat Lavos after defeating Yakra but before returning to Guardia Castle in 1000 A.D. You'll make the shocking discovery that Marli is a direct descendant of Frog.

Resurrecting Chrono

After Chrono's death, finish the game without bringing him back to life. The heroes will disperse to their homes, but will gather again to try bringing Chrono back to life.



Dramatic Staff Credits

Defeat Lavos after the theft of the gate holder and before the resurrection of the Mesamune. You'll get movie-style ending credits.

Happily Ever After

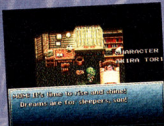
Defeat Lavos after obtaining the Brave Badge in 650 A.D. and before the welcoming bash in the prehistoric age. You'll see the heroes and their lives after their quest.

The Frog Prince

After the surfacing of the Black Dream, defeat Magus at the North Cape in 10,000 B.C. After that, finish the game. During the ending credits, you'll see Frog in his real human form.

Magus vs. Lavos

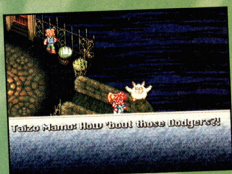
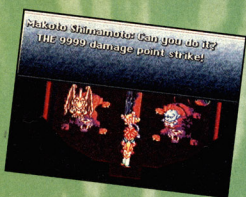
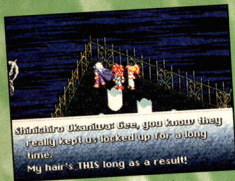
Go beat Lavos after arriving in 10,000 B.C. and before entering the undersea shrine. This ending shows Magus going up against Lavos alone.



Dino Shores

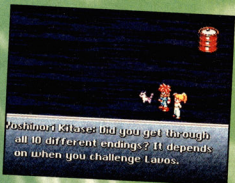
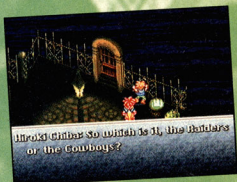
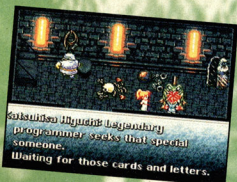
Take on Lavos after defeating Magus and before fighting Black Tyrant. In this ending, human beings will have become extinct and all characters, including Chrono, will become lizards!





Meet the Staff

This is by far the hardest ending to reach. You arrive at it by fighting Lavos before you defeat Yakra at Manolia Convent. You'll be treated to an ending with caricatures of the development staff, including Square VP and FF producer Hironobu Sakaguchi, Dragon Quest illustrator and Dragon Ball manga artist Akira Toriyama, and Dragon Quest producer Yuji Horii. **G**



Light CRUSADER



By The Unknown Gamer

Light Crusader, which combines RPG and action/adventure gameplay, is just what the name implies: lite. As an RPG, it's less challenging, less complex, less absorbing, and yet still strangely satisfying in some very basic ways.

Motley Crusader

In Crusader's fairly standard story line, you play David Lander, swordsman extraordinaire. You visit the nearby kingdom, discover strange goings-on, and set out to rid the land of a scourge. What follows is lots of talking to people, searching through mazes for special items, and fighting with various undead and otherwise wickedly enchanted creatures.

A blend of action and RPG, Crusader's perspective is from a ¾-overhead view, à la Beyond Oasis. Standard RPG elements include quests to complete, monsters to fight, and a variety of items to collect and use, such as the four elements (earth, wind, fire, water),



PROTIP: When you encounter these laser devices, you can almost always use them to open doors – if you can figure out how to maneuver them next to the doorway.

which combine to make 15 spells. Relics, keys, and more items found along the way enable you to solve the quests, and ultimately, the game.

Knight Moves

Despite its weaknesses, Light Crusader shines in several areas. The graphics are above average with beautifully drawn villages and scenery, a range of interesting enemy



PROTIP: An old standard works in this game – stock up on items by fighting all the enemies in a room, exiting, and returning to fight them again until you have all the items you want.



PROTIP: When you reach this interesting puzzle with the lever, push the block onto the lever, then rotate the lever to the other platform. Push the block off onto the tan square, and the door opens.

PROTIP: To get out of your first grave predicament in the cemetery, just push on the third tombstone from the left in the second row from the back.



PROTIP: Needlecrack is a very effective spell against the larger bosses – like the Red Dragon.



PROTIP: To open the door in the room just after the Red Dragon, you must leap and cut down the swinging hostage.

creatures, and some killer bosses. The only drawback is David's lack of movement, as well as entire areas where there just isn't enough eye candy or action to make them interesting. Musically, Crusader's classical/medieval tunes nicely complement the action, though they're somewhat repetitive.

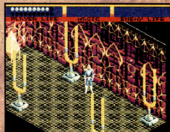
Your range of moves include a sword slash, jumping thrust, and the ability to flip switches. You're a tall, gangly sprite with nowhere near the range or fluidity of movement of Ali in Beyond Oasis. In fact, maneuvering in the 3D environment can get mighty annoying, especially when you're trying to precisely jump or slash something in the air.

Spud Light

In the end, Light Crusader gets a passing grade because of some cool bosses and interesting puzzle challenges. It



PROTIP: To get the Green Orb, press the letters on the floor in this order: R, Y, G, B.



PROTIP: To earn another orb, go to the room with the tuning forks, play the tune on the music box, and replicate it on the tuning forks.

doesn't have the depth of Beyond Oasis, but its fun and challenge lie more in solving the puzzles and exploring the mazes than in completing the quests. Not a game for hardcore RPG fans, Crusader might be a fitting challenge for novice players or those who like their RPG with a twist of action/adventure on the side. **G**

Light Crusader by Sega

Graphics	Sound	Control	Fast factor	Challenge
4.0	4.0	4.0	2.5	3.0

Price not available
16 megs
Available now
RPG/action/adventure

1 player
ESRB rating: Kids to Adults
Intermed

The fighter's Edge

Presents

Tekken 2

Learn all the fighters' special moves, including bone-breaking linking moves and ten-hit combos, and play as the hidden characters.

By Bruised Lee

Tekken returns to the arcades with more explosive power than ever! Two new characters (Jun and Lei) join the original cast. In addition, Heihachi, the end boss in the Iron Fist Tournament, is now a playable character. Tekken 2's graphics are a vast improvement over the first installment, and that's just one of the many upgrades. New techniques like countermoves and new recovery methods also improve the combat.

This ProStrategy Guide provides a complete breakdown of each fighter's basic skills, as well as their special moves, linking moves, and ten-hit combos. We also break out the codes that let you play as the hidden fighters and show you how to beat the final bosses, Kazuya and Devil Kazuya.

Controller Legend

Left Punch

Right Punch

LP = Left Punch

RP = Right Punch

LK = Left Kick

RK = Right Kick



Left Kick Right Kick

Motion = Move the joystick in one smooth, continuous motion.

Tap = Tap the indicated buttons or directions in sequence.

Charge = Hold the direction or button indicated for the time indicated.

() = Execute commands in parentheses simultaneously.

Note: All techniques are described under the assumption that your character is facing to the right. If they're facing left, reverse any Toward and Away commands.

Basic Arts

Learn these essential basic skills before you enter the tournament. The following moves are universal for each fighter.

How to Run

Each fighter can run by tapping \rightarrow . If your opponent is far away and you run toward him, you perform a head butt. Running from a close distance tackles an opponent.

Tackle Attacks



From a running tackle, score extra hits by tapping LP, RP, LP, RP. Note: To perform Yoshimitsu's Tackle Attack, tap RP.

Moves While Running

Each fighter can perform these special moves while running toward an opponent.

Dive Attack

While running, tap (LP RP)

Slide Attack

While running, tap RK

Air Kick

While running, tap LK

Run over Your Enemy



You can inflict damage on an opponent on the ground by running toward them.

Get Up and Fight

When your fighter is knocked down during a match, you have several ways to recover offensively and defensively.

Roll to the Side



Rolling to the side is a new recovery move. When your fighter is on the ground, tap LP.

Low-Kick Recovery

While on the ground, tap LK

High-Kick Recovery

While on the ground, tap RK

Roll Forward

While on the ground, tap \rightarrow

Roll Backward

While on the ground, tap \leftarrow . Players can chain recovery moves together. For example, while on the ground, tap LP to roll to the side, then tap \rightarrow to roll forward, or tap \leftarrow to roll backwards.

Super Moves

Super moves take a few seconds to execute and leave you open for an attack. If one connects, however, it can inflict massive damage. These moves are shown on the following pages.

Counter Throws

Counter a throw with a throw. If timed correctly, the two throws cancel each other. Then you can perform another throw, special move, or combo.

Countermoves



New in Tekken 2, players can now counter incoming enemy moves. These moves are shown on the following pages.

Note: Not all fighters have countermoves.



NEW CHARACTER

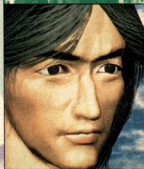


1	2	3	4	5	6	7	8	9	10
					LP	RK	LP	LK	RK

LEI

NEW CHARACTER

SPECIAL MOVES



Lie Down



Hold (↓ LK RK)

Note: You can perform two moves following this move.

Lie Down to Kick Thrust



Hold (↓ LK RK), tap (LK RK)

Lie Down to Rising Spin Kick



Hold (↓ LK RK), tap LK, RK

Turn Back to Enemies



Hold (← LK RK)

Note: You can perform six moves following this move.

Turn Back to Backflip



Hold (← LK RK), tap LP

Turn Back to Takedown Punch



Hold (← LK RK), tap (↓ LP)

Turn Back to Uppercut



Hold (← LK RK), tap RP

Turn Back to Back Flip



Hold (← LK RK), tap (LK RK), (LK RK), (LK RK)

Turn Back to Flying Kicks



Hold (← LK RK), tap (↓ RK RK)

Turn Back to Side Kick



Hold (← LK RK), tap RK

Flying Roundhouse



Tap (↖ RK), RK

Spinning Roundhouse



Tap LK, RK

Side Kick Takedown



Hold (→ LK), tap RK

Leg Trip



Tap LK, LK

Backward Spin Kick



Tap RK, LK

Super Move



Hold ←, tap (LP RK)

Note: You can perform three moves following this move.

Super Kick



Hold ←, tap RK

Super Side Kicks



Hold ←, tap LK, LK, LK, LK

Super Rising Side Kick



Hold ←, tap LK, LK

Flying Leg Takedown



Tap →, →, hold (→ RK)

More Special Moves

Head Smash

When behind an opponent, tap (LP LK) or (RP RK)

Body Takedown

In close, tap (RP RK)

Leg Press

In close, tap (LP LK)

Arm Flip

In close, tap →, hold (→ LP RP)

Lei's Combos

Backflip Combo

Tap (LK RK), (LK RK), (LK RK)

Fist of Fury Combo

Tap →, RP, LP, RP, LP

Snap-Kick

Takedown Combo

Hold →, tap RK, LP, RP, LK

High to Low Combo

Tap →, RK, LP, RP, LK, hold ↓, tap RK

Punching

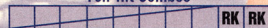
Side-Kick Combo

Tap →, LP, RP, LP, RP, LK

Kicking Power-Punch Combo

Tap →, RK, LP, RP, LK, RK

Ten-Hit Combos





More Special Moves

Wrist Thrust

Tap →, (→ LP RP)

Super Move

Tap (↖ LP RP)

Flying Kick

Tap →, →, (→ LK)

Hip Toss

In close, tap (RP RK)

Arm Flip

In close, tap (LP LK)

Elbow Smash

In close, tap ↘, hold (↘ LP)

Vertical Kick

Motion ↓ ↖ LK

Shoulder Toss

In close, hold →, tap (LP LK)

Flip Kick

Tap →, (→ RK)

Note: This move stuns a blocking opponent.

Ground Slide

Tap ↖, RK

Chop Punch

Hold ←, tap RP

Stab Punch

Hold ←, tap LP

Leg Snapper

Tap →, →, hold →, tap LK

SPECIAL MOVES

Face Smack



Motion ↓ ↘ (LP RP)

Note: You can perform six moves following this move.

Over the Shoulder



Motion ↓ ↘ (LP RP) for the Face Smack, then quickly tap LK, RK, LK, (LP RP)

Knee Bash to Arm Break



Motion ↓ ↘ (LP RP) for the Face Smack, then quickly tap RP, LK, RK, RP, RP

Single Arm Breaker



Motion ↓ ↘ (LP RP) for the Face Smack, then quickly tap LP, LK, RP, LP

Ground Arm Breaker



Motion ↓ ↘ (LP RP) for the Face Smack, then quickly tap LP, LK, RP, LP, RP, LP, LK, RK, (LP RP)

Ground Arm Breaker



Motion ↓ ↘ (LP RP) for the Face Smack, then quickly tap RP, LK, RK, RP, RP, LP, (LK RK), LP, RP, (LP RP)

Double Arm Breaker



Motion ↓ ↘ (LP RP) for the Face Smack, then quickly tap LP, LK, RP, LP, LK, LP, RK, (LP RP), (LP RP)

Lunge Grab



While running, tap (LP RP) or (RP RK)

Note: You can perform two moves following this move.

Grab to Takedown



While running, tap (LP RP) or (RP RK) for the Lunge Grab, then quickly tap (RP RK), LP, RP, LP

Nina's Combos

Three-Hit Knockdown

Tap LP, RP, RK

Triple-Kick Juggle

Tap (↗ RK), LK, RK

Four-Hit Knockdown

Tap (↘ LK), LK, LK, RK

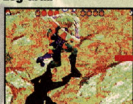
Air-Juggle Combo

Tap (↘ RP), hold → for the next four hits and tap LP, RP, LP, RP, →, (→ LK RK)

Wrist-Thrust Combo

Tap (↘ LK), LK, LK, LP, RP, hold →, tap (LP RP)

Leg Grab



Motion ↓ ↘ (LK RK)

Note: You can perform four moves following this move.

Leg Grab to Ankle Breaker



Motion ↓ ↘ (LK RK) for the Leg Grab, then quickly tap (LK RK), RK, RP, (LP RP)

Ankle Breaker to Leg Snap



Motion ↓ ↘ (LK RK) for the Leg Grab, then quickly tap (LK RK), RK, RP, (LP RP), LK, LP, RK, (RP RK)

Leg Grab to Arm Snap



Motion ↓ ↘ (LK RK) for the Leg Grab, then quickly tap (LK RK), LK, RK, (LP RP)

Ten-Hit Combos



Ankle Breaker to Pretzel Hold



Motion ↓ ↘ (LK RK) for the Leg Grab, then quickly tap (LK RK), RK, RP, (LP RP), LP, LK, (RP RK), (LK RK), (LP RP)

Takedown to Arm Breaker



While running, tap (LP RP) or (RP RK) for the Lunge Grab, then quickly tap (RP RK), LP, RP, LP, RP, LP, LK



KING

SPECIAL MOVES

Standing Achilles Hold



In close, tap →, hold ↘, tap (LK RP)

Note: You can perform four moves following this move.

Achilles Hold to Death Lock



In close, tap →, hold ↘, tap (LK RP) for the Achilles, then tap (LP RP), LP, LK, (LP RP RK)

Death Lock to Romero Special



In close, tap →, hold ↘, tap (LK RP) for the Achilles, then tap (LP RP), LP, LK, (LP RP RK), (LP RP), LK, RK, (LP RP), (LP RP LK RK)

Death Lock to Neck Breaker



In close, tap →, hold ↘, tap (LK RP) for the Achilles, then tap LP, RP, LK, LP, (LP RP)

Neck Breaker to Scorpion Death Lock



In close, tap →, hold ↘, tap (LK RP) for the Achilles, then tap LP, RP, LK, LP, (LP RP), (LP RP), LK, LP, (LP LK)

Close Reverse Arm-Clutch Slam



Tap →, hold ↘, tap (RP RK)

Note: Do the following four moves in sequence.

Back Drop



Tap RP, LP, (LP RP)

German Suplex



Tap (LK RK), (LP RP)

Power Bomb



Tap LP, RP, (LK RK)

Mind Sweeper



Tap RP, LP, LK, RK

Stun Punch



Tap →, →, neutral for one second, then tap RP

Note: The Stun Punch works only as a countermove. You can perform two moves following this move.

Stun Punch to Jaguar Back Breaker



Tap →, →, neutral for one second, then tap RP, (LP RP)

Stun Punch to Power Bomb



Tap →, →, neutral for one second, then tap RP, (LP RP), (↓ LK RK)

More Special Moves

Brain Buster

Tap (RP RK)

Coconut Crush

Tap (LP LK)

Spinning Jump Kick

Tap →, →, (→, LK RK)

Big Boot

Tap →, (→ RK)

Knuckle Bomb

Tap (↘ LP RP)

Uppercut

Hold ↓, ↘, tap RP

Dive Attack

Tap →, (→ LP RP)

Hard Pounce

Tap (↗ LK RK)

Frankenstein

Tap (↘ LK RK)

Power Uppercut

Hold →, tap (LP RP)

Elbow Smash

Tap (↓ LP RP)

DDT

Tap ↙, (↙ LP RP)

Pile Driver

Tap ↙, (→ LP RP)

Mind Sweeper

Motion → ↙ ↘ ↓ ↘ → LP

Jump Kick

Tap →, (→ LK RK)

Jaguar Driver

Motion ↓ ↘, hold →, tap LP
Note: You can perform two moves following this move.

Jaguar Driver to Face Buster

Motion ↓ ↘, hold →, tap LP for the Jaguar Driver, then quickly tap (LP RP)

Jaguar Driver to Boston Crab

Motion ↓ ↘, hold →, tap LP for the Jaguar Driver, then quickly tap (LP RP), LK, RK, (LP RP)

Backflip Attack

Hold →, tap (LP RK)

Octopus Hold

Tap (↘ RK), RK, RK, RK, RK, RP, LP, LK

Note: The Octopus Hold can only be used as a countermove from four consecutive low side kicks.

Half Boston Crab

From behind opponent, tap (LP LK)

Cobra Twist

From behind opponent, tap (RP RK)

Figure-Four Leg Lock

Hold ↙, tap (LP RP)

King's Special Moves

Stun Combo

Tap (↘ LP), →, (→ RK), (↑ RP)

Note: To start this combo your opponent must block the first hit.

Super Stun Combo

Tap (↘ LP), walk in with LP, tap →, (→ LP RP), →, →, RP

Note: To start this combo your opponent must block the first hit.

Air-Juggle Combo

Tap →, (→ RP), hold →, tap LP, hold →, tap RP, →, (→ RP), (↑ RP)

Ten-Hit Combos



HEIHACHI

NEW CHARACTER

SPECIAL MOVES

Power Stomp



When opponent is on the ground, tap (↓ RK)

Power Bomb



Tap (RP RK)

Flying Kick



Tap →, →, (→ LK)

Note: This move stuns a blocking opponent.

Sweep Kick



Motion → ↓ ↘ RK

Note: Keep tapping RK for more hits.

Flying Roundhouse



Tap (↗ LK), RK

Super Move



Hold ↓, tap (LP RK)

Neck Breaker



Tap (LP LK)

Axe Kick



Tap (→ RK)

Super Axe Kick



Tap →, (→ LK)

Ground

Air-Juggle Combo

Tap (↘ LP), RP, walk in with LP, tap (↓ LP), (→ RP), (↗ RK), LK

Heihachi's Combos

Sweep-Kick Combo

Motion → ↓ ↘ RK, hold ↘, tap RK, RK, (↗ RK), LK

Power-Uppercut

Air-Juggle Combo

Tap →, (→ RP), LP, →, (→ RP), (↗ RK), LK

Ten-Hit Combos

1 2 3 4 5 6 7 8 9 10
→, Hold LP RP RP LK RK RK LP RP LP
→ tap RP

1 2 3 4 5 6 7 8 9 10
(↘ LK) RP RP RK RK LP RK LP RP RK

RP LP RP LP

Head Butt



Tap →, (→ LP RP)

Sweep Kick



Tap (↗ RK), RK

Charging Uppercut



Motion → ↓ ↘ RP

Flip-Kick Hard Pounce



Tap RK, LK

Super Uppercut



Motion → ↓ ↘ LP

Double-Punch Uppercut



Tap (↘ LP), RP

Super Lunge Punch



Motion ↓ ↘ → RP

Flying Side Kick



Motion → ↓ ↘ LK

Flying Sweep Kick



Motion → ↓, hold ↘, tap LK

Side Step



Tap ←, ←, (LK RK)

Elbow Smash to Lunge Punch



Tap (↓ LP), (→ RP)

Power Grab



From behind opponent, tap (LP LK) or (RP RK)

JACK 2

SPECIAL MOVES

Wrist Up Siam



In close, tap (RP RK)

Hell Press



In close, tap (LP LK)

Pile Driver



In close, tap \swarrow , hold \rightarrow , tap (LP RP)

Back Breaker



In close, motion \downarrow \swarrow , hold \leftarrow , tap RP

Pyramid Driver



In close, motion \downarrow \swarrow , hold \rightarrow , tap LP

Spring Hammer Punch



While crouching, hold \downarrow , tap (LP RP)

Machine Gun Knuckle



Tap (\swarrow LP), LP, LP, LP, LP, LP, (\swarrow RP)

Double Hammer



Tap (LP RP), (LP RP)

Megaton Punch



Motion \leftarrow \swarrow \downarrow , hold \swarrow , tap RP

Power Scissors



Tap (\rightarrow LP RP)

Sitting Move



Tap (LK RK)

Bravo Knuckle



Tap (\downarrow LP RP)

Catapult Throw



In close, hold \swarrow , tap (RP RK)

Sit on the Spot



Tap (\nearrow LK RK)

Super Move



Motion 360 degrees toward the opponent starting from \leftarrow , then tap LP

Note: You can keep doing the motion to increase the power of the punch.

Megaton Sweep

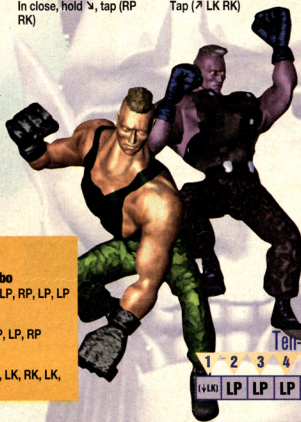


Motion \leftarrow \swarrow \downarrow , hold \swarrow , tap LP

Death Shoot



From behind opponent, tap (RP RK)



Jack's Combos

Triple-Punch Combo

Tap LP, LP, LP

Five-Hit Smash Combo

Hold \downarrow , tap LP, LP, LP, RP, LP

Air-Juggle Combo

Tap (\swarrow RP), (\swarrow LP), (\rightarrow RP), (\nearrow LK RK)

Wild Swing Combo

Tap \downarrow , hold \swarrow , tap LP, RP, LP, LP

Sitting Combo

Tap (LK RK), LP, RP, LP, RP

Cossack Combo

Hold \swarrow , tap LK, RK, LK, RK, LK, RK

Ten-Hit Combos

1	2	3	4	5	6	7	8	9	10
(\swarrow LK)	LP	LP	LP	RP	LP	RP	LP	(LP RP)	(LP RP)
(\swarrow LP)	LP	RK	LK	RK	LP			(\downarrow LP RP)	(LP RP)



Law's Combos

Fist of Fury Combo

Tap LP, LP, hold →, tap RP, RP, RP

Kick of Fury Combo

Tap (↓ LK), LK, LK, LK

Air-Juggle Combo

Tap (↘ RP), walk in with LP, walk in with LP, tap →, (→ LK), (↑ RP)

Ten-Hit Combos

1	2	3	4	5	6	7	8	9	10
(↘ LK)	RP	RP	LP	LK	LK	LK	RK	LK	RK
↙				↘	↘	↘			
LK	RP	RP	LK	(↘ LK)	LK	RK	RK	RK	

SPECIAL MOVES

Atomic Noogie



In close, tap (RP RK)

Atomic Body Slam



In close, tap (LP LK)

Dragon Knee



In close, tap →, hold →, tap (LK RK)

Side Kick



Tap (↘ LK)

Super Move



Tap (↘ LP RP)

Standing Flip Kick



Tap (LK RK), LK

Flying Side Kick



Tap →, →, (→ LK)

Note: This move stuns a blocking opponent.

Face Crusher



From behind opponent, tap (LP LK) or (RP RK)

Sweep Takedown



Tap (↘ RK)

Low Flip Kick



Charge ↓ for one second, tap (↑ RK)

Note: Tap ↗ to flip toward your opponent; tap ↖ to flip away.

High Flip Kick



Charge ↓ for one second, hold (↑ RK)

Note: Hold ↗ to flip toward your opponent; hold ↖ to flip away.

Super Flip Kick



Charge ↓ for one second, tap (↑ LK RK)

Note: Tap ↗ to flip toward your opponent; tap ↖ to flip away.



MICHELLE

SPECIAL MOVES



Fisherman's Suplex



In close, tap (RP RK)

Front Suplex



In close, tap (LP LK)

Power Punch



Tap (LP RP)

Two-Hit Uppercut



Tap (↘ LP), LP

Front Snap Kick



Tap (↘ LK)

Punch and Side Step



Tap (← RP)

Super Move



Hold →, tap (LP RK)

Full Nelson Suplex



Hold ↘, tap (LP RP)

Spinning Back Kick



Tap (LK RK), RK

Elbow Lunge



Tap →, hold →, tap LP

Super Elbow Lunge



While crouching, hold ↘, tap RP

Lunge Punch



Tap ↓, hold ↘, tap LP

Charging Uppercut



Hold →, tap LP

German Suplex



From behind opponent, tap (LP LK) or (RP RK)

Rising Uppercut



Tap LK, RP

Two-Hit Juggle Uppercut



Tap (↘ RP), LP

Michelle's Combos

Bounce-Back

Hard-Pounce Combo

Tap RK, (↓ RK), LP, (↗ LK RK)

Ground Air-Juggle Combo

Tap LP, LP, LP, (→ LP), (↑ RP)

High-Low Combo

Tap RP, RK, LP

Flying Kick Combo

Tap RP, LP, RK, LK

Ten-Hit Combos

1	2	3	4	5	6	7	8	9	10
RP	LP	LP	RP	LK	LK	LK	RK	RK	LP

								RP	LK	RP	LP
--	--	--	--	--	--	--	--	----	----	----	----

										LP	RK	LK
--	--	--	--	--	--	--	--	--	--	----	----	----

Hidden Characters

BRUCE

To play as Bruce, move the cursor to Lei on the character-select screen. Press the Start button four times and tap →.

SPECIAL MOVES

Super Move



Tap (← RP LK)

Power Dive



In close, tap (LP RP)

Head Lock Attack



In close, tap (RP RK)

Knee Bash



In close, tap (LP LK)

Flying Snap Kick



Tap →, (→ RK)

Power Side Kick



Tap →, (→ LK)

Hip Toss



From behind opponent, tap (RP RK)

Jab Punch



Motion ↓, tap RP

Knee to Kick Fury



Tap (← RK), then tap LK repeatedly for more hits.

ROGER

To play as Roger, hold LP before you start a game. Start a game while still holding LP, and on the character-select screen, tap ↑, ↑ on any fighter to get Roger.

SPECIAL MOVES

Dive Attack



Tap (↘ LK RK)

Rising Uppercut



Motion → ↓, tap LP

Standing Uppercut



Motion → ↓, tap RP

Front Snap Kick



Hold ↓ for one second, tap RK

Kicking Attack



Tap (← LK RK), then, while on the ground, tap LK, RK, LK, RK

Charge Punch



Tap →, hold →, tap RP

Super Diving Attack



Tap →, (→ LP RP)

Diving-Kick Attack



Tap (LK RK)

Super Diving-Kick Attack



Tap →, (→ LK RK)

Super Move



Tap (← LP)

More Special Moves

Brain Buster

In close, tap (RP RK)

Shoulder Throw

From behind opponent, tap (RP RK)

Pile Driver

In close, motion ↓, tap LP

Coconut Crush

In close, tap (LP LK)

WANG

To play as Wang, move the cursor to Jun on the character-select screen. Press the Start button and tap \downarrow , \rightarrow , \leftarrow , \uparrow .



Neck Throw



In close, tap (LP LK)

Rising Power Punch



Tap (\searrow RP)

Side-Step Move



Tap RP, \leftarrow

Super Neck Throw



In close, tap (RP RK)

Charging Punch



Tap (\rightarrow RP)

Power Punch



Tap \rightarrow , (\rightarrow LP RP)

Lunge Punch



Motion $\downarrow \searrow \rightarrow$ RP

Two-Hit Uppercut



Tap (\searrow RP), LP

Super Move



Tap \leftarrow , (\leftarrow LP)

High-Low Punch



Tap LP, LP, LP

Counter Grab



Hold (\leftarrow LP RP)

Note: Use countermoves when opponents start an attack.

ALEX

To play as Alex, hold RP before you start a game. Start a game while holding RP, and on the character-select screen, tap \uparrow , \uparrow on any fighter to get Alex.

Dive Attack



Tap (\searrow LK RK)

Charge Punch



Tap \rightarrow , hold \rightarrow , tap RP

Rising Uppercut



Motion $\rightarrow \downarrow \searrow$ LP

Super Diving Attack



Tap \rightarrow , (\rightarrow LP RP)

Standing Uppercut



Motion $\rightarrow \downarrow \searrow$ RP

Diving-Kick Attack



Tap (LK RK)

Front Snap Kick



Hold \downarrow for one second, tap RK

Super Diving-Kick Attack



Tap \rightarrow , (\rightarrow LK RK)

Knuckle Bomb



Tap (\nearrow LP RP)

Kicking Attack



Tap (\leftarrow LK RK), then, while on the ground, tap LK, RK, LK, RK

Elbow Smash



Tap (\searrow LP)

Super Move



Tap (\leftarrow LP)

More Special Moves

Pile Driver

In close, motion $\downarrow \searrow$ LP

Shoulder Throw

From behind opponent, tap (RP RK)

Brain Buster

In close, tap (RP RK)

Coconut Crush

In close, tap (LP LK)

SPECIAL MOVES

Final Bosses

KAZUYA DEVIL KAZUYA



After dethroning Heihachi in the first Iron Fist Tournament, Kazuya and Devil Kazuya are now the final bosses. First you go up against Kazuya. After defeating him, you then face Devil Kazuya. In his return, Kazuya retains all of his original moves from the first tournament. Here are some basic skills you'll need to defeat him.



Throws and grab moves are almost impossible to perform against Kazuya. He often counters the throw and then attacks.



Always try to attack Kazuya with a ten-hit combo. Usually Kazuya won't block the last few hits. This tactic is a good way to wear him – and the clock – down.



In addition to Kazuya's lightning speed and solid defense, Kazuya has several kick combos. Be sure to block all the hits he throws before you counterattack.



To catch Kazuya offguard, start a move or a combo in close and crouching. This leaves you open for a counterattack if you don't move fast enough to start it.



Devil Kazuya is the final boss in the game. He has all of Kazuya's moves, and he can fly and shoot a laser beam from the ground or air. The laser beam is easy to counter, but if it connects, you're in for major damage.



Devil doesn't counterthrow or use grab moves as often as regular Kazuya does. Use these moves when in close to him.



Usually when Devil takes to the air, he shoots his laser. When this happens, run toward him and crouch to avoid being hit.



When Devil Kazuya fires his ground laser beam, crouch and move in close to counter.



After Devil shoots his laser beam, you can jump toward him and counterattack. This approach is one of the most effective ways to defeat him.



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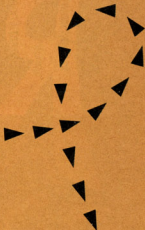
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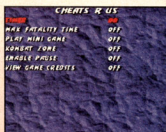
S.W.A.T. PRO

Video Game Strategies, Weapons, and Tactics

Super NES

Mortal Kombat 3

Kool Stuff and Sound Test



Kool Stuff: At the Start/Options screen, press Up, Up, Down, Down, Left, Right, Button A, Button B, Button A. An option called Kool Stuff appears. This option is filled with like maximum fatality time and other goodies.



Sound Test: At the Start/Options screen, press Button A, Button Y, Button B, Button X. A Mortal Kombat Sound Menu appears that allows you to listen to the music and sound effects.

Eric Bianchi
Santa Ana, CA

PlayStation

NBA Jam Tournament Edition

Expansion Teams



At the team-select screen, hold down the Select button and rotate the directional pad twice counterclockwise to make the expansion-team roster appear. This gives you one or two extra players, so both players can be replaced with fresh ones.

Charles Kim
Mukilteo, WA

Saturn

Virtua Fighter Remix

Change Fighter and Stage, Play as Dural, and Hidden Options



Change fighter and stage: In a two-player versus game, the winner must hold Button L and Button R when the word "Winner" appears. An Options menu appears that allows you to change fighters and fighting stages.



Play as Dural: At the Player Select screen, Player Two must start on Jacky. Player One must move the cursor to Akira and press Down, Up, and Right, then simultaneously press Left and Button A. You should then hear a sound.



Hidden options: While "Press Start Button" is flashing at the title screen, press Up 12 times and press Start. When you go into the Option mode, continue to press Down past the Exit option. With the cursor off the screen, press Button A. You can now access a hidden Option menu.



Eric Lok, E. Hanover, NJ

PlayStation

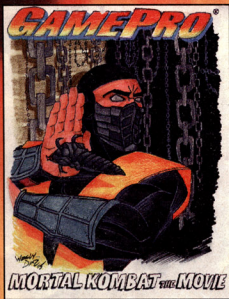
NBA Jam Tournament Edition

Select Players and Cheats



Enter the following initials and birthdates to access these hidden players and cheats. You must hold the top L1 and R1 buttons while entering the initials.

Adrock	ADR April 6	Hillary Clinton	HIL November 6	Pete Wanat	WAN June 10
Alex Delucia	DEL October 19	Heavy D	HEA January 9	Phoenix Gorilla	APE April 2
Andy Catling	CAT January 2	Jamie Rivett	REV July 6	Prince Charles	CHA May 4
Asif Chaudri	CHD May 5	Jason Falcus	REN November 16	Rob Gray	ROB February 24
Barry Hutchinson	BAR April 9	Jason Whitaker	JAX March 1	Sal Divita	DIV July 3
Bill Clinton	BIL June 3	Jay Moon	JAY August 24	Seth W. Rosenfeld	STH December 8
Brett Gow	GOW July 17	Jazzy Jeff	JAZ October 9	Shawn Liptak	LIP January 14
Carol Blazejowski	BLZ January 14	John Carlton	CAL March 25	Shawn Rosen	SAW April 10
Charlotte Hornet	HOR June 12	Kim Gordon	GOR July 3	Snake	SNK June 15
Chicago Bull	BEN September 20	Larry Bird	LAR January 15	Steve Shelley	SHY June 8
Chris Kirby	CHR December 18	Lee Renaldo	REN February 4	Thurston Moore	MOE June 8
Darren Falcus	DAZ August 6	Mark Thienvanich	THI November 1	Tom Higgins	TOM February 19
Darren Hodgeson	HOG December 31	Mark Turmell	TUR January 31	Tony Goskie	GOS January 6
Darren Tunnickliff	SAT May 7	MC Adam Yauch	MCA April 9	Ziggy Hill	ZIG April 7
Elizabeth Burgess	LIZ August 7	Mike D	M_D July 1	To go to the last game of a season	END January 1
Eric Kuby	KUB April 14	Mike Muskett	MUS December 24	To win the season	FIN January 1
Eric Samulski	AIR January 21	Minnesota Timberwolf	WOL March 7		
Frank Thomas	FNK January 8	Nat Gunter	GUN January 11		
Fresh Prince	FRS February 2	Paul McHugh	BAA July 12		



Wesley Dix, Bronx, NY

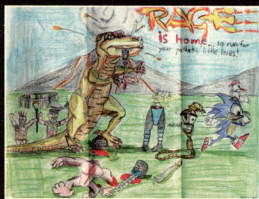
Saturn

Street Fighter: The Movie

Play as Akuma



Set the difficulty level to at least five and play the Street Battle mode. Keep playing without using any continues. At the end of the game, you'll fight Akuma instead of M. Bison. Lose to Akuma, continue, then press **Start on Controller Two**. Now you can use Controller Two to control Akuma.



Nate Hineline, Fosterior, OH

Super NES

Mortal Kombat 3

Scott's Stuff and Kooler Stuff



Scott's stuff: At the Start/Options screen, press Button X, Button B, Button A, Button Y, Up, Left, Down, Right, Down.

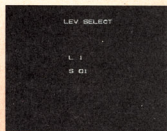


Kooler stuff: At the Start/Options screen, press the Select button, Button A, Button B, Right, Left, Down, Down, Up, Up.

Super NES

Batman Forever

Stage Select

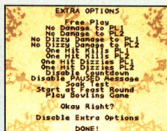


At the screen where you choose Training mode or a regular game, press Left, Up, Left, Left, Button A, Button B, Button Y. When the screen flashes, begin a normal game as either Batman or Robin. A level select appears. Press Up or Down to select a level and Left or Right to select the area within that level.

Genesis

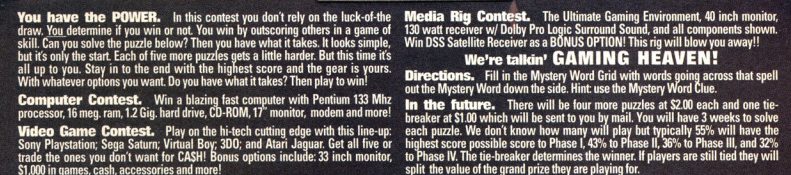
Primal Rage

Extra Options



Shaheed Khan, Union City, CA

At the Start/Options screen, press Left, Up, Right, Right, Up, Left, Right, Right, Left, Left, Up. An Extra menu appears that enables cheats and other options.



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S						

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STOMP.....T STAND.....R PRESS.....E DREAM.....O
CRUSH.....I SCORE.....H SLANT.....L CHASE.....P

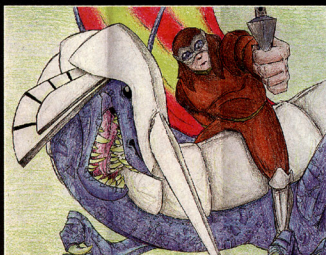
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CLIP AND MAIL



Swampfox, Athens, GA

Saturn

Astal

Refill Life Bar



Pause a game and press **Down**, **Button R**, **Up**, **Button L**, **Button X**, **Button A**, **Button Y**, **Button B**, **Button Z**, **Button C**, **Right**, **Left**. Astal should now have a full life bar.

PlayStation

NBA Jam Tournament Edition

Cheat Codes



After selecting your team, enter the following cheat codes at the Tonight's Matchup screen:

Baby mode: **Button ○**, **Button □**, **Button ○**, **Button □**, **Button ○**, **Button □**

Big heads: **Button △**, **Button □**, **Button X**, **Button ○**, **Button △**, **Button □**, **Button X**, **Button ○**

Full-court jams: **Left**, **Right**, **Button X**, **Button ○**, **Button ○**, **Button X**

Full-court push: **Down**, **Down**, **Button X**, **Button ○**, **Button X**, **Right**, **Right**

High shots: **Up**, **Down**, **Up**, **Down**, **Right**, **Up**, **Button ○**, **Button ○**, **Button ○**, **Down**

Huge mode: **Button △**, **Button X**, **Button △**, **Button X**, **Button △**, **Button X**, **Button △**, **Button X**, **Button △**, **Button X**

Mammoth heads: **Button ○**, **Button X**, **Button □**, **Button △**, **Button ○**, **Button X**, **Button □**, **Button △**, **Button ○**, **Button X**, **Button □**, **Button △**

Maximum power: **Right**, **Right**, **Left**, **Right**, **Button X**, **Button X**, **Right**

Power-up fire: **Down**, **Right**, **Right**, **Button ○**, **Button △**, **Left**

Power-up goaltending: **Right**, **Up**, **Down**, **Right**, **Down**, **Up**

Power-up offense: **Button □**, **Button ○**, **Up**, **Button □**, **Button ○**, **Down**

Power-up three-pointers: **Up**, **Down**, **Left**, **Right**, **Left**, **Down**, **Up**

Power-up turbo: **Button ○**, **Button ○**, **Button ○**, **Button ○**, **Down**, **Down**, **Up**, **Up**

Push one opponent, and both players fall down: **Up**, **Up**, **Up**, **Left**, **Left**, **Left**, **Left**, **Button ○**, **Button ○**

Push one opponent, and your teammate falls down: **Up**, **Up**, **Up**, **Left**, **Left**, **Left**, **Left**, **Button ○**, **Button △**

Quick hands: **Left**, **Left**, **Left**, **Left**, **Button ○**, **Right**

Shot-percentage display: **Up**, **Up**, **Down**, **Down**, **Button △**

Speed up: **Up**, **Up**, **Up**, **Up**, **Left**, **Left**, **Left**, **Left**, **Button X**, **Button △**

Teleport pass: **Up**, **Right**, **Right**, **Left**, **Button ○**, **Down**, **Left**, **Left**, **Button ○**, **Button ○**

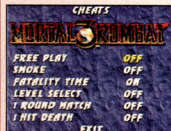
PlayStation

Mortal Kombat 3

Special Options Screen

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At the trademark screen, press Buttons \square , X, \circ , Δ , R1, R1, R2, R2, R1, R1. You should hear Shao Kahn say, "You will never win." Then press Up when the screen with the spinning MK 3 logo on the cube that says "Kombat" is onscreen. A question mark appears. Utilize this option for a plethora of cheats, including playing as Smoke and unlimited credits.

Super NES

Mortal Kombat 3

Tournament Mode and Random Select



At the Start/Options screen, put the cursor next to "Start." Simultaneously hold Buttons L and R and press the Start button. You can now enter a two-player team tournament mode. For a random-fighter select, hold Up and press Start at the fighter-select screen.

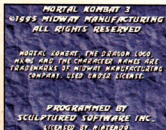
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Super NES

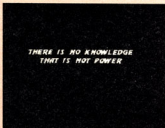
Mortal Kombat 3

Play as Smoke and Ultimate Tournament Mode

To play as Smoke, perform the following button presses at these successive screens:



Simultaneously press and hold Left and Button A.



Simultaneously press and hold Button X and Button Y.



Simultaneously press and hold Right and Button B.



Now you can play as Smoke!



Ultimate Tournament Mode: This code accesses a tournament contest where all the fighters are randomly chosen – including Smoke! Begin a normal two-player game and pick any two fighters. Then, at the Versus screen, Player One should hold Up and press High Punch once, Low Kick once, Low Punch twice. Player Two should hold Up and press High Punch twice, Low Kick twice, and Low Punch once.

Eric Bianchi
Santa Ana, CA

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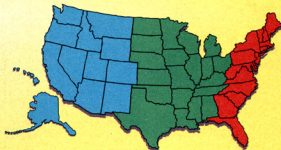
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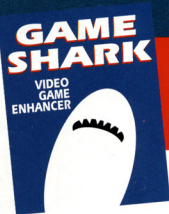
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